

CONFLICT OF HEROES

STORMS OF STEEL Mission Book



Designed by Uwe Eickert & Gunter Eickert



Mission Book Overview

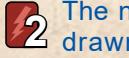
Each Mission is comprised of a **Mission Brief** page and a **Mission Map** page. Below: the graphics/symbols for Mission setup.

Mission Brief

The number of **Commanders** (players) per side. The side ▼ listed on the left has initiative.



Battle Cards count shows which card numbers are shuffled into the Battle Card Draw Deck.



The number of Battle Cards drawn at the beginning of Round 1. Here: each side draws 2 cards.



The number of Battle Cards drawn at the beginning of each Round after Round 1. Here: draw 1 new card in Rounds 2, 3, 4, and 5.



The starting CAP value. Here: each Commander starts with 6 CAPs.



Victory Points that side begins with. Here: the Soviets begin with 1 VP.

Mission Instructions define special conditions and clarify card uses. These are included when needed.



4 July, 1943

I have not spent all of the time and energy necessary to secretly deploy our company just to have our position become common knowledge to the enemy!

— Captain Schubert, 1st Brigade, 3rd SS Motorized Division

Mission 1 – July 4, 1943

The Courier's Satchel

General Situation

Shortly before operation Citadel, a Soviet probe intercepts a courier carrying a satchel with German deployment orders. An elite platoon of Panzer Grenadiers is immediately dispatched to retrieve the satchel. The provincial Soviet commander orders the documents delivered to an Intelligence Officer at headquarters for translation. With the local front a beehive of activity on both sides, getting the satchel to headquarters is easier said than done—Panzer Grenadiers notwithstanding.



German Orders

Retrieve the deployment documents. Return them to Divisional Headquarters.

Commander's Forces



Round 1: Enter anywhere along the east edge between Hexes B02 and B12.

Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 2 Immediately: If a German Unit exits the map with the Courier Control Marker. Any Unit may exit from either of the two German Entry areas.
- 3 End of Mission: If the Courier Control Marker is under your control (either on or off the board).

Mission Instructions

Satchel and Documents Represented by a Control Marker on its Soviet side. May be carried by any Unit. There is no Action cost to pick up, move, or hand off the Marker.

Mission 1 – July 4, 1943

The Courier's Satchel

General Situation

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Soviet Orders

Deliver the German documents to Regional Headquarters in either Stone Building, Hex H07 or H08.

Commander's Forces



Pre-Mission: Set up your Units on the hexes listed, matching the facing shown on the Map.



Round 2: The documents are represented by a Control Marker, which enters the Map with the SMG Unit. Any Unit in the same hex as the Control Marker may carry and move with it, if there are no enemy Units in the Hex.

Victory Points

- 1 Immediately: Per German Unit destroyed.
- 2 End of Each Round: If the Soviets possess the Courier Control Marker in either Hex H07 or H08.



We suggest you remove the "Destroyed" Hit Marker from your first Mission(s) as you learn *Storms of Steel*. A sudden stroke of ill fortune, while it happens in wartime, should not dissuade you from "staying in the game."



Optional Adrenalin Card for ALL Missions

Begin each Mission with Battle Card 01 – Adrenalin – added to your hand (this will increase your hand size). The card is playable once per Round. Return it to your hand at the start of the next Round.



Map Table
Map: 7
None
None



Pre-Mission
★ Place Units



Round 1
+ Initiative



Round 2
Control Marker in H07 or H08
★ 1VP



Round 3
Reinforcements
Control Marker in H07 or H08
★ 1VP



Round 4
Control Marker in H07 or H08
★ 1VP



Round 5
Control Marker in H07 or H08
★ 1VP

Mission Ends

4

▲ **Map Table** outlines which Map(s) , Overlays , and Control Markers are used in the Mission.

▲ **Round Track** contains visual reminders of Reinforcements and VP scoring.

Mission Map

Outlined Areas indicate where Units setup or enter the Mission. May be a ▼ single Hex or many connected Hexes.



◀ A solid outline indicates a Soviet Setup or Entry Area.



◀ A dashed outline indicates a German Setup or Entry Area.

MAP 7

Soviet Round 2 Entry Hex

Round 1 German Entry Edge

Round 2 German Reinforcements Entry Edge

RDS 2-5

SATCHEL IN EITHER HEX

H08

H07

Road L10

Overlay example

H3-01

H3-05

L02

M02

N

HEX TYPE	COST	DEFENSE
Open, Road, Corn, or Wheat	+0 AP	0 DR
Wood Building	+1 AP	+1 DR
Woods	+1 AP	+2 DR
Stone Building	+1 AP	+2 DR

5

◀ **VP Displays** remind you of VP Objectives listed in the Mission Brief.

◀ Moving a Unit onto the Map costs 0AP and never requires a Spent Check, but it still experiences Stress (4.12).

The first hex moved into must be a FULL hex. Half-hexes are never playable (4.0).

◀ **Overlays** are placed on the Map by aligning the listed Overlay Hex number on top of the listed Map Hex number.

Ex: Hill 3: H3-01 ▶ L02
H3-05 ▶ M02

This directs you to align Hill 3 Hex H3-01 over Map Hex L03, and Hill 3 Hex H3-05 over Map Hex M02. Doing so will result in the Overlay positioned correctly on the Map.

▲ The Terrain Cost Effects are shown in early Missions as a reminder. These are listed on the Summary Sheet.



Mission 1 – July 4, 1943

The Courier's Satchel

4 July, 1943

I have not spent all of the time and energy necessary to secretly deploy our company just to have our plans become common knowledge to the enemy!

—Captain Schubert, 1st Brigade,
3rd SS Motorized Division



German Orders

Retrieve the Document Satchel before Soviet Intelligence can translate and pass on your deployment orders!

Commander's Forces



1/2 Rifle Plt 161 Inf Div



2x Pz Grenadier

1/2 Rifle Plt 161 Inf Div



2x Infantry '43

Round 1: Enter from the east edge of Map 7 between Hexes B01 and J01.

Round 2: Enter from the north edge of Map 7 between Hexes B02 and B12.

Victory Points

- 1 **Immediately:** Per Soviet Unit destroyed.
- 2 **Immediately:** If a German Unit exits the Map with the Satchel Control Marker. The Unit may exit from either of the two German Entry areas.
- 1 **Mission End:** If the Satchel Control Marker is under German control (either on or off the Map).

Mission Instructions

Satchel and Documents are represented by a Control Marker. Germans immediately gain control when they move into the Satchel's hex. It may be moved by any Unit.

For New Players



We suggest you remove the "Destroyed" Hit Marker from your first Mission(s) as you learn *Storms of Steel*. A sudden stroke of ill fortune, while it happens in battle, should not dissuade you from 'staying in the game'.

General Situation

Shortly before Operation Citadel, a Soviet probe intercepts a courier carrying a satchel with German deployment orders. An elite platoon of Panzer Grenadiers is immediately dispatched to retrieve the satchel. The provincial Soviet commander orders the documents delivered to an Intelligence Officer at headquarters for translation. With the local front a beehive of activity on both sides, getting the satchel to headquarters is easier said than done—Panzer Grenadiers notwithstanding.

Cards 1–13



Soviet Orders

Deliver the German Document Satchel to the Regional Headquarters Stone Building (H07 and H08).

Commander's Forces



Shopino Rifle Company



2x Maxim MMG
G05, I10



3x Rifles '43
J05, H07, J08

Courier Squad, Satchel



1x SMG
Enter at J-12



Satchel

Pre-Mission: Set up your Units on the hexes listed, matching the facings shown on the Map.

Round 2: The Documents Satchel is represented by a Control Marker, which enters the Map with the SMG Unit. Any Unit in the same hex as the Satchel may move it.

The Soviets immediately lose control of the Satchel when a German Unit moves into its hex.

Victory Points

- 1 **Immediately:** Per German Unit destroyed.
- 1 **End of Each Round:** If the Soviets control the Satchel Control Marker in either Hex H07 or H08.



Optional Adrenaline Card for ALL Missions

Begin each Mission with Battle Card 01 – Adrenaline – added to your hand (this will increase your hand size). The card is playable once per Round. Return it to your hand at the start of the next Round.

Map Table

N↑ Map: 7
None
None

Pre-Mission

★ Place Units

Round 1

✚ Initiative

Round 2

★ Courier
✚ Reinf.
★ 1 VP Soviet Control Marker in H07 or H08

Round 3

★ 1 VP Soviet Control Marker in H07 or H08

Round 4

★ 1 VP Soviet Control Marker in H07 or H08

Round 5

★ 1 VP Soviet Control Marker in H07 or H08

Mission End

Round 2 German Infantry '43 Entry Edge

RDS 2-5



1

**SATCHEL IN
EITHER HEX**

H08

H07

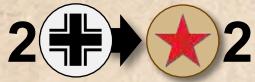


**Soviet
Round 2
Entry Hex**

**Round 1
German
Grenadier
Entry Edge**

N

HEX TYPE	COST	DEFENSE
Open, Road, Corn, or Wheat	+0 AP	0 DR
Wood Building	+1 AP	+1 DR
Woods	+1 AP	+2 DR
Stone Building	+1 AP	+2 DR



Mission 2 – July 6, 1943

Twilight's Last Gleam

◀ Note: Playing with fewer than four commanders?
See rule 19.1.

General Situation

Soviet defenses east of the Donets River were so strong that Army Detachment Kempf was forced eastwards, splitting away from the 4th Armored Army. A gap formed between them, creating flanks to the north and south of Kempf's position. These flanks had to be covered with ever fewer available infantry.

A Stuka pilot had been shot down 2km from a German Infantry company of the 106th Corps. Both the Soviets and Germans have located the Pilot near the village of Sokolovka.



German Orders

Move the Stuka pilot to safety in Sokolovka.

1st Commander's Forces



Sokolovka Defenders

	3 Inf 43	10
	1 HMG 42	07
2x Inf 43	V1-04, V1-21	
1x HMG 42	V1-19	

Setup: Place each Unit on the hex listed on Overlay V1, matching the direction they face on the Map.

2nd Commander's Forces



Pilot and Escort

	3 Pz Gren	19
	1 Crew	83
2x Pz Gren	E07, E10	
1x Crew	E08	

Setup: Place each Unit on the hex listed on Map 7, matching the direction they face on the Map. The Crew counter represents the downed pilot.

Reinforcements

Reinforcements

	3 Pz Gren	21
	2 Pz Gren	22

2x Pz Gren

Round 3: Each German Commander receives 1 Panzer Grenadier Unit that enters during Round 3 via the Entry Area on the west edge of the Map.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

3 Mission End: The Pilot is not destroyed.

2 Mission End: Per German Control Marker.

Map Table

Map: 7

Village Overlay: V1-01>R05 and V1-02>R04

German Control Marker: V1-10, V1-14

Soviet Control Marker: H06

Round 1

Initiative
Max Range: 3

Round 2

Max Range: 3

Round 3

Max Range: 2

Round 4

Max Range: 1

3 VP If Pilot Survives

2 VP per Ctrl Marker

Loss of Visibility

The approach of twilight compromises visibility, making it difficult to see and maneuver. And with the growing darkness, the danger increases as Soviet forces infiltrate and surround the Germans.

Maximum visibility range is as follows:

Rounds 1 & 2 - 3 Hexes, Rd 3 - 2 Hexes, Rd 4 - 1 Hex

Cards 1-13



Soviet Orders

Retake the village of Sokolovka at any cost.



1st Commander's Forces

1st Platoon

	4 Inf 43	1
	3 Mission MMG	2
3x Rifles '43	J05, J07, K07	
1x MMG	J05	

Setup: Place each Unit on the hexes listed, matching the direction they face on the Map.

2nd Commander's Forces



2nd Platoon

	4 Rifles '41	1
4x Rifles '41	01 02 03 04	

Round 1: Enter from the east edge of the Map.

Reinforcements

Reinforcements

	3 Inf 43	1
2x SMG	27 28	

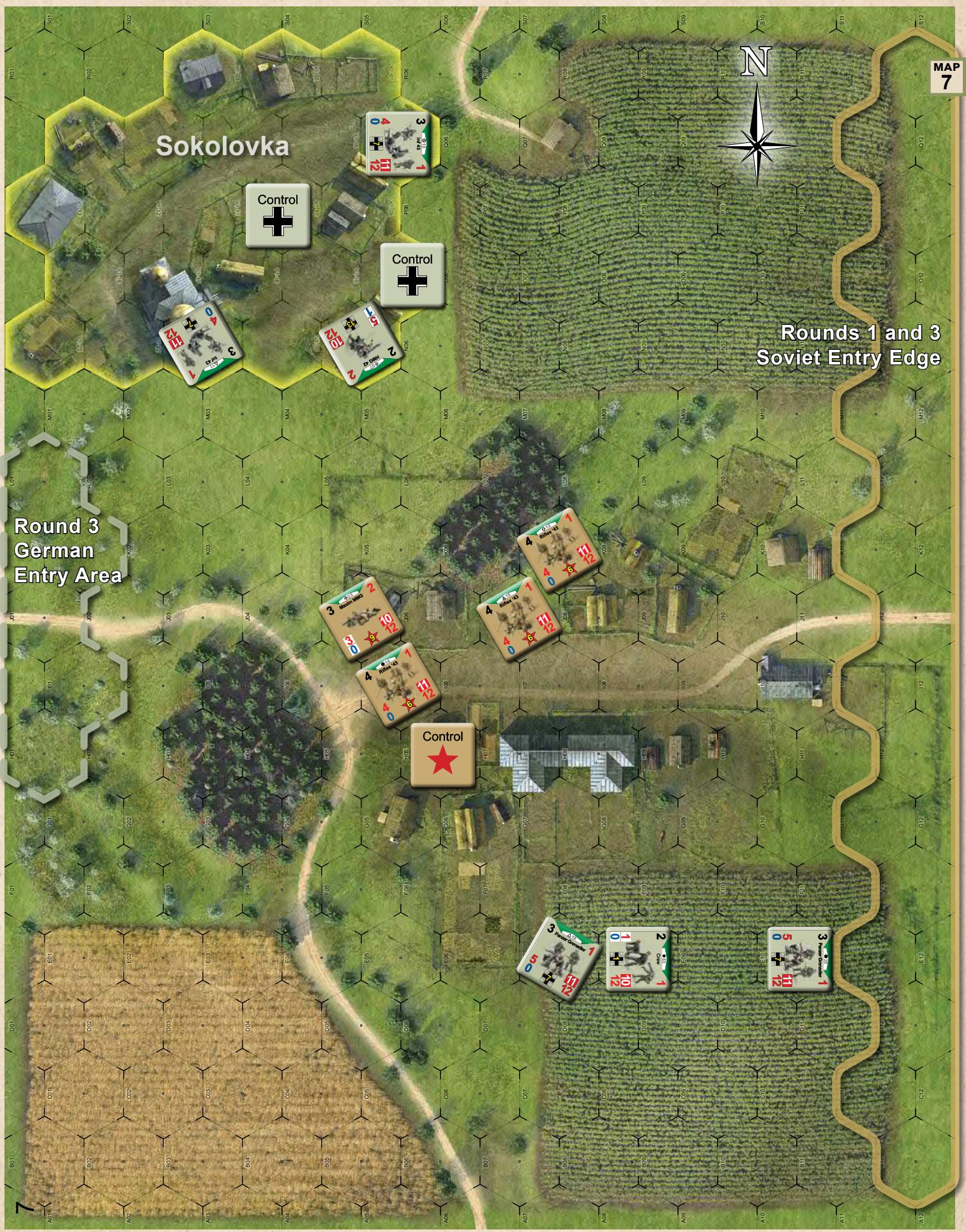
Round 3: Each Soviet Commander receives 1 SMG Unit that enters during Round 3 from the east edge of the Map.

Victory Points

1 Immediately: Per German Unit destroyed.

2 Immediately: The Pilot is destroyed.

2 Mission End: Per Soviet Control Marker.



Setting the Stage for Kursk

World War II in Europe began on 1 September 1939 when Nazi Germany attacked Poland. One victory followed another as they went on to conquer Denmark, Norway, The Netherlands, Belgium, and France all within the first nine months of war. In the summer of 1940, Great Britain and its colonies stood alone against Germany. When his Luftwaffe was unable to gain air superiority over southern England, Adolf Hitler decided against launching an invasion of the British Isles and instead ordered his general staff to start planning for a campaign against the Soviet Union – codename “Operation Barbarossa”.

Much of Germany's success in WWII stemmed from its refinement of ‘Blitzkrieg’ tactics. Through the combined use of highly mobilized troops and strike forces composed of panzers (tank) and attack airplanes, the Germans would rapidly break through and surround their opponents in pincer movements, thus cutting off their supply and support. This usually led to the enemy quickly capitulating. The concept of breaking through an enemy position in a very small area and then rapidly fanning out and surrounding its defenders was key to the German Wehrmacht's tactics and success.

The Soviet Union was much larger than Germany in territory, population, armed forces, and industrial capability. However, from July to November of 1941, the German army (Wehrmacht), led again by its outstanding panzer divisions and Luftwaffe, overran an area of western Russia and Ukraine equivalent to the size of all of the previously conquered territory (Poland, France, etc.). Out of a 5.5 million man starting force, 4.4 million Soviet

soldiers were killed, wounded, or captured and Red Army units equal to 229 divisions were destroyed.

By December 1941, Germany's most advanced units had pushed far into Russia, but were stopped at the outskirts of Moscow. As winter descended, the German troops were beyond the army's ability to supply and sustain them. Many soldiers had no winter gear and were starving, panzer engine blocks froze, and mobility was at a stand still. That was when the Soviets struck with a huge winter offensive on 5 December that was unlike anything the Germans had ever faced. In a two-month period, the Soviets pushed the invaders back more than a hundred miles.

Hitler's nemesis, Josef Stalin, General Secretary of the Central Committee of the Communist Party and supreme leader of the Soviet Union, had survived the greatest military campaigns in history – barely. Operation Barbarossa had failed. It was the first major defeat of the Wehrmacht in WWII.



One Last Chance for Blitzkrieg

In 1942 Germany controlled most of Europe, but it needed to quickly defeat or badly cripple the Soviet Union before the Allies' superior industrial capabilities overwhelmed the German military.

The Wehrmacht's heavy losses in 1941 meant that its 1942 campaign would be more limited than Operation Barbarossa. When the panzer divisions attacked in the summer of 1942 the offensive was restricted to southern Russia. The objectives were the oil fields in the Caucasus region, the vital port city of Sevastopol on the Black Sea, and the key industrial city of Stalingrad on the Volga River.

Again, German excellence on tactical and operational levels led to rapid success. From July–September the Wehrmacht captured an area of the Soviet Union equivalent to the size in the United States from the Atlantic coast to Kansas.

This time, however, Stalin allowed his generals to retreat instead of losing huge portions of the Red Army to large-scale encirclements. Hitler seemed uncertain as to the best strategy to follow, and, although Sevastopol was captured and Stalingrad destroyed, he allowed his army to become mired in a fruitless two-month house-to-house battle for the ruins of Stalin's city while the panzers failed to reach the oil fields of distant Baku. In Stalingrad, the German command ignored its past tactical success of rapid flanking panzer movements and had fallen into the Soviet's trap of a meat grinding attrition. This was the worst situation the Germans could have chosen, since the Soviets had vastly greater manpower and industrial resources.

Although the 1942 Blitzkrieg had seized vast areas of the Soviet Union, by November the Wehrmacht was dangerously spread out. In addition, four weak armies of Germany's allies Romania, Hungary, and Italy held hundreds of miles of the front. The Soviet winter counter-offensives that began in mid-November did not come as a surprise, but the size of the forces employed by the Red Army, and the sophistication of the planning and execution by the Soviet high command (STAVKA), led to Germany's greatest defeat thus far in WWII.

The 1942-43 Winter Disaster and Recovery

There were three parts to the Soviet 42-43 winter offensive. The first was 'Operation Mars' near Moscow, which attempted to destroy the German 9th Army. But the Soviets were crushed, losing over 1,650 tanks and 250,000 casualties.

The second operation, code named 'Uranus', surrounded the entire German 6th Army at Stalingrad. Despite a massive attempt by the Luftwaffe to airlift supplies to the surrounded divisions at Stalingrad, the trapped units were forced to surrender on 2 February 1943. 300,000 German and Romanian soldiers perished or were captured. Less than 5,000 returned home after the war.

A third, more massive Soviet offensive obliterated the vulnerable Romanian, Hungarian, and Italian corps holding the territory around Stalingrad. The Germans were now threatened with the destruction of all of their forces in southern Russia. The arrival of strong reinforcements under the operational skill of Erich von Manstein (Hitler's new commander for the area), and the onset of impassable muddy conditions due to the spring thaw stopped the third Soviet offensive.

Operation Citadelle

Hitler ordered plans for another major summer offensive in Russia. Just as the 1942 campaign was smaller than the year before, heavy losses in men and material meant the 1943 German attack must again be less ambitious.



The bulge in the front line around the city of Kursk was an obvious target. Hitler's staff believed a limited German offensive to cut off and destroy the

Soviet forces in this salient might seriously weaken the Red Army and shorten the German front line. In addition, Germany needed to pull units from Russia for the inevitable invasion by the Allies into southern Italy. This plan was named 'Operation Citadel.' A successful operation might regain the initiative for the Wehrmacht on the Eastern Front and persuade the Soviets into a peace treaty. Victory would also buy Germany time to rebuild its army and deploy more advanced weapons under development, such as jet aircraft and rockets.

The Germans started assembling a strike force of the best units at its disposal. In response to this force accumulation, the Soviets undertook one of the most extensive defensive earthwork and troop buildups of the war. To assure victory at Kursk, Hitler delayed the start of the attack to include several hundred new "Panther" tanks that had just come off assembly lines in January. The Panther mounted the most effective gun in Germany's arsenal – the 75mm – which could destroy any Soviet armored vehicle at more than twice the range of any tank or anti-tank gun the Red Army had. Its frontal armor could not be penetrated by most Soviet guns. The Panthers joined a growing number of "Tiger" tanks.

Hitler gambled all Germany had on this battle, assembling 10,000 artillery pieces, 2,700 tanks and assault guns, over 1,800 aircraft, and over 900,000 men. It was a huge concentration of force for a combined front only 60 miles wide! Von Manstein, now commander of Army Group South and responsible for the southern pincer of the German attack, argued against an offensive. He recommended that Germany let the Soviets attack and extend their forces, making them vulnerable to a massive counter-strike, similar to what he had done in February and March when he had stopped the final Soviet winter offensive. Hitler wavered. He needed a victory to maintain his coalition of nations fighting the Soviet Union. By this time, Italy and Romania no longer wanted to take part in the war.

STAVKA recognized that Kursk was the likely objective for a German attack, and that Hitler would again attempt an encircling pincer movement. Stalin's staff officers devised a multi-part plan that included a massive defensive buildup in the Kursk bulge

to decimate any German attack. They intended to bleed the German Panzer Corps dry. Thus, the Soviets moved 40% of their total field armies, including nearly all their armored units, into the Kursk salient. These included 20,000 artillery pieces, 3,600 tanks, 2,400 aircraft, and over 1.3 million men.

Stalin's superb spy and reconnaissance network confirmed Germany's intentions around Kursk. A spy code-named "Werther" supplied the Soviets with the date of the attack, the point of attack, and many of the units to be involved. This allowed the Soviets to concentrate their forces at these narrow avenues of attack.

The Soviets created belt after belt of defenses extending back over 240km! Each belt was made up of interwoven lines of mine fields (up to 1,500 anti-tank and 1,650 anti-personnel mines per km), tank emplacements, anti-tank trenches, and bunkers. The longer the Germans waited, the more prepared the Soviets grew.

The Battle for Kursk

As Soviet intelligence had reported, the Germans decided to attack in a pincer formation. The 9th Army under the command of Field Marshal von Kluge would attack from the north along the Orel-Kursk highway. Simultaneously, Field Marshal von Manstein would attack from the south along the Voronezh Front with the Army Group South. Von Manstein's force was the most powerful armored attack formation ever assembled under the command of a single German general.

At 4:30 a.m. on 5 July, the northern army began an intense artillery barrage. The northern German infantry divisions began their assault. For the next nine days, Germany's 9th Army was subjected to continuous artillery bombardment, fields riddled with mines, line after line of Soviet trenches, and savage hand-to-hand fighting as their losses mounted. The forces of Colonel-General Model's 9th Army penetrated less than 15km into the Soviet defenses, reaching as far as Ponyri and the outskirts of Olkhovatka. Back and forth the Germans and Soviets fought for control of the water tower, school, tractor station, and railway station in Ponyri, characterized by intense hand-to-hand fighting and personal heroism. The northern attack never made it further than this point.

The Germans began the southern attack at 3:30 a.m. with an artillery barrage that was so intense, they fired more shells than in the entire Polish and French campaigns combined. The Soviets tried to surprise attack the German airfields

before German fighters and bombers could take off, but early warnings from German long range radar enabled them to scramble their fighter squadrons quickly. The largest air battle of the war ensued, involving a dogfight of over 500 airplanes. This air war gave the Germans air superiority for the first few days of the battle.

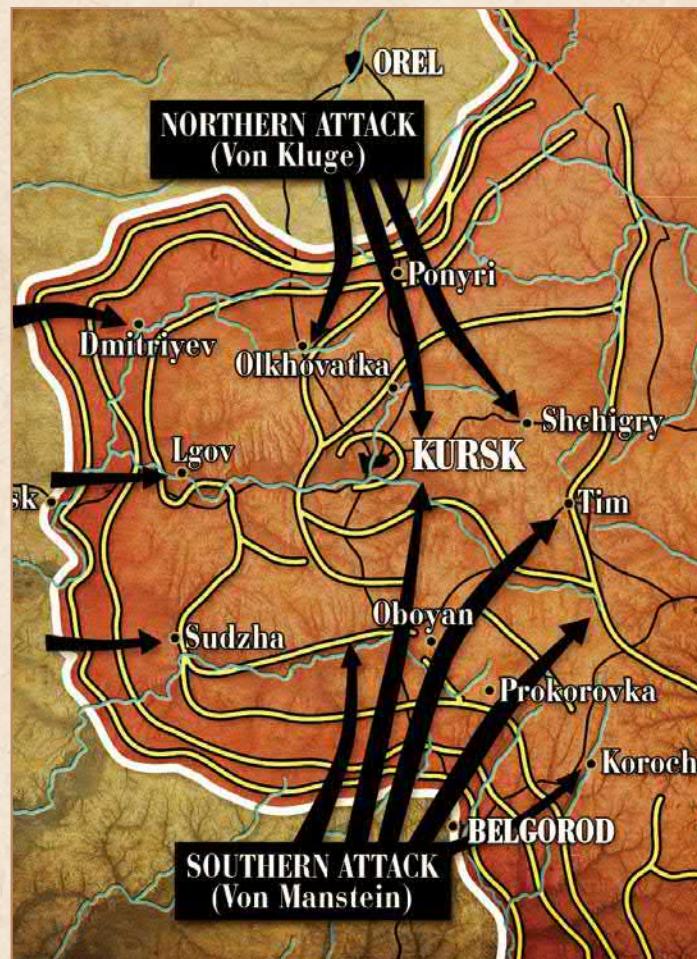
Von Manstein created a 'giant fist' with his 700 panzers to smash through the southern Soviet defenses on a very narrow front. Orders were given to leave damaged tanks behind so that momentum would not be lost. The Germans would drive into Soviet forces of the Voronezh front commanded by General Vatutin. Vatutin believed von Manstein would choose the shortest route north along the Belgorod-Oboyan highway; however, he spread his forces across a longer front to contain the Germans in case they had different plans.

Col-General Hoth, commander of the 4th Pz Army, led the attack toward Oboyan – defended by the 6th Guards Army

– with the XLVIII Pz Corps, spearheaded by the Panzer-Grenadier Gross-Deutschland, 11th Panzer, and 3rd Panzer Divisions. The German breakthrough in the south was so sudden that Soviet Marshal Zhukov ordered the 1st Tank Corps south to reinforce his troops and counter a German breakthrough. Hoth, afraid that his forces would be vulnerable to attack on his right flank by the 5th Guards Tank Army (part of the STAVKA reserve), planned to move the II SS Panzer Corps north along the XLVIII Corps' right flank and then swing them NE toward the city of Prokhorovka to engage these Soviet reserves.

On the far right of the attack, Army Detachment Kempf was to cover the right flank by attacking eastwards at the 7th Guards Army. They were then to wheel to the northwest and hit the 5th Guards Tank Army in the flank as they were engaged with the II SS Pz Corps.

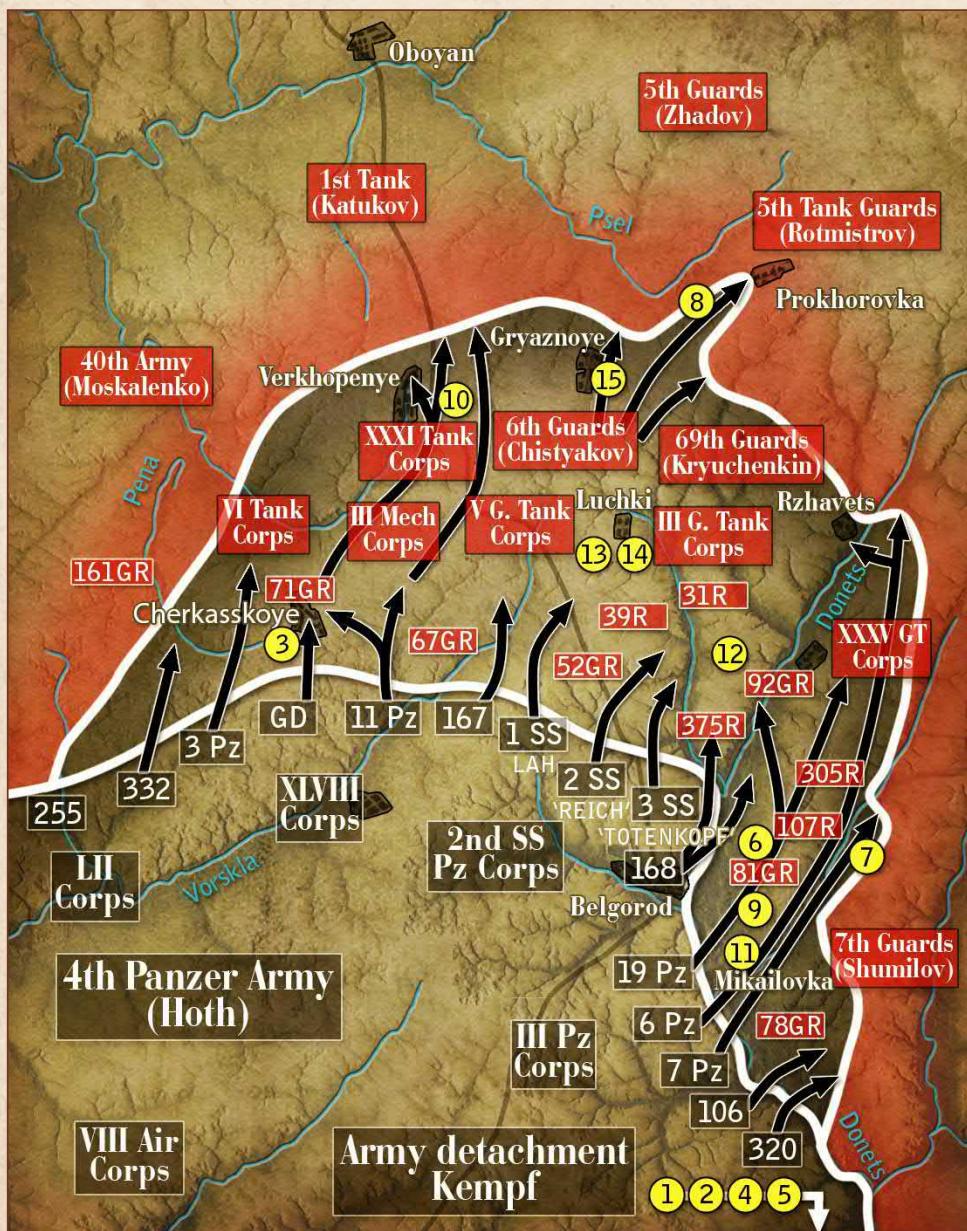
The II SS Pz Corps consisted of Germany's most elite and well-armed soldiers, including the SS Panzer-Grenadier Divisions 'Leibstandarte Adolf Hitler,' 'Das Reich,' and 'Totenkopf.' The first days were successful but costly as they fought through the veteran Soviet 52nd Guards Rifle and 375th Rifle divisions. The II SS led its attacks with Tiger and Panther tanks forming the tips of their Panzerkeils in close support from ground-attack Stuka and Henschel aircraft. The entire southern sector of the Soviet defense was in peril. Most of the 40th Rifle Army and the 1st Tank Army were poured into the battle. The 'Gross-Deutschland' Division was less than 17km from Oboyan. With a possible breakthrough imminent, the path to Kursk would lay open.



Instead of supporting the expected XLVIII Pz Corps thrust towards Oboyan, the II SS Pz Corps suddenly swung towards Prokhorovka. This move surprised the Soviets who rapidly committed their 5GT reserves in what resulted in one of the best-known tank battles of the war.

In the meantime, the 9th Army in the north continued to run headlong into a Soviet defense that would not budge. General Model regrouped his forces on 10 July and threw everything he had at the Soviet defended heights outside of Olkhovatka. That same day, the 'Totenkopf' Division crossed the Psel River and breached the third defensive barrier to Kursk.

Outside of Prokhorovka on 11 July, Waffen SS units of the II SS Pz crashed into the Soviet defenders with 600 panzers. The Soviets barely held them off with a supporting counter attack by the 5th Guards. On the morning of 12 July, 900 T-34, T-70, and Churchill III Soviet tanks charged the 600 German tanks in order to close the long-range fire advantage that the Germans had. A huge melee ensued, pitting small groups of tanks facing off with each other in the smoke, noise, and utter confusion of battle. Hoth was desperate for Kempf's III Pz Corps to arrive from the south to fill the gaps in his battleline.



But where were they?

After heavy fighting on 11 July, the III Pz Corps had only advanced as far as the southern edge of the heavily fortified town of Rzhavets on the Donets river less than 20km from the battle being fought at Prokhorovka. The commanders of the III Pz Corps expected hard battle the next day, so they devised a plan to sneak the 11th Pz Reg through the Soviet lines under the cover of darkness. Led by a captured T-34 at the front of their column, the Germans tricked the Soviets into thinking they were friendly units. Strictest orders were given that none of the soldiers were allowed to talk or curse in German. This column drove straight through the Soviet manned defensive lines and stormed the bridge over the Donets. By the afternoon of the 12th, the 19th Pz Div had been brought up and elements of the III Corps were ready to thrust north to flank the Soviets in the tank battle of Prokhorovka on the 13th.

Attack on Orel and the Invasion of Sicily

Two events changed the course of Operation Citadel and the pivotal battle of Prokhorovka. On the 12th, the Soviets began a major attack into the Orel region north of Kursk. Von Kluge decided that he had to suspend the northern portion of the Citadel operation in order to support the German 2nd Pz Army with his 9th Army.

On 13 July, von Manstein and von Kluge were recalled to East Prussia by Hitler. They found out that on 10 July, British, Canadian, and American troops had invaded Sicily from North Africa. Hitler was panicked and felt he needed to immediately divert units fighting at Kursk to Italy; he wanted to call off Operation Citadel. Von Manstein argued that victory in the southern sector was within reach and the efforts there should be continued. The Soviet 5th Guards Tank Army was teetering, a breakthrough could counter the Soviet offensive to the North. Hitler disagreed and the last German main offensive action on the Eastern Front came to an end.

Von Manstein was forced to withdraw his divisions quickly. The Germans left behind many broken-down tanks and guns. Kursk marked the last major offensive campaign in the East by the Germans, their panzer armies having been bled dry.

Stalingrad guaranteed that the Germans could not win in the East. Kursk ensured that they would lose. The Soviets continued a series of well-planned and expertly-executed operations that, over the next 22 months, never allowed the Germans time to rest, reorganize, or regain their initiative. What started at Kursk in the summer of 1943 was finished in the ruins of Berlin in May, 1945.



Mission 3 – July 5, 1943

Wind or Sniper?

5 July, 1943

I swear the wheat moved. Fire, fire, fire!

—German gunner Emil Siegle

N↑ Map: 8

Map Table

↙ Village Overlay V1-01▶O07 and V1-03▶O05



German Orders

Intelligence believes the Soviets will make an attempt to drive you from your position. Hold the village and keep from being overrun.

Commander's Forces



Engineering Platoon - 1st Co.



1×Pz Engineers V1-19 1×MG 34 V1-21 1×HMG 42 V1-23

Setup: Place Units on the Hexes listed. Match the direction they face on the Map.

Hidden Infantry



2×Infantry '43
Hidden

Round 1: Infantry Units may be hidden on or north of row G*.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

2 Immediately: Per Soviet Sniper destroyed.



Soviet Orders

Drive out the Germans and re-occupy the Cherkasskoye.

Commander's Forces



Snipers



2×Snipers
Hidden

Setup: The Snipers may be hidden anywhere on the Map at least three Hexes from the Village Overlay (i.e., there must be at least two empty Hexes between a hidden Unit and the Overlay).

Rifle Squads



5×Rifles '41 4×Rifles '43

Round 1: Enter any full Hex along the south edge of the Map.

◀ Group moving these Units with CAPs is very effective.

Victory Points

1 Immediately: Per German Unit destroyed.

1 Mission End: Per Soviet Unit, other than a Sniper, that occupies any building on the village overlay.

* Each side has hidden Units in this Mission. Download free planning Maps at www.AcademyGames.com/SoS

▲ Wheat acts as cover for hidden Units.

– Reminder –

You may begin this and all other Missions with the '01 Adrenaline' card.

Pre-Mission

- Set up hidden Units

Round 1

- Initiative

Round 2

-

Round 3

-

Round 4

-

Round 5

- 1VP per Unit in a village building (except Snipers)

Mission End

HEX TYPE	COST	DEFENSE
Open, Road, or Wheat	+0 AP	0 DR
Wood Building	+1 AP	+1 DR
Light Woods	+1 AP	+2 DR
Stone Building	+1 AP	+2 DR

ROUND 5
1
EACH NON-SNIPER IN BLDG.

Hidden German Units Setup Area

Cherkasskoye

Hidden German Units Setup Area

Round 1 Soviet Entry Area



Mission 4 – July 6, 1943

Sovkhoz 158

General Situation

Near Shopino, Sovkhoz (State Farm) 158, July 6, 1943

Despite initial success, the German 106 Corp's efforts to clear Soviet threats to their southern flank proceed slowly. A platoon of Panzer Grenadiers has been detailed to secure the main supply road leading through Sovkhoz 158, where a supply convoy had been ambushed.



Cards 1–13



German Orders

Gain control of State Farm 158 and the woods to the East to secure our supply lines.

Commander's Forces

2 +1 7

Gren Plt/168th Inf Div.



Setup: Soviets set up first. Once the Soviets have set up, place your Units on or west of Row 04.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

1 End of Rounds 3, 4, 5: Per German Control Marker.

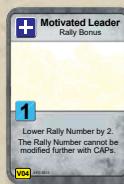
Mission Instructions

Draw **Battle Card '12 Swift Action** and then blindly draw your second Battle Card for your starting hand.



V04 Veteran Card 'V04 Motivated Leader':

May be used by all Pz Grenadiers.



Map: 8

None

Soviet Control Markers: C07, K09

Map Table

Pre-Mission

★ Setup First

Round 1

✚ Initiative

Round 2

★ Reinforcement

Round 3

Control C07, K09
★ 1 VP per hex
✚ 1 VP per hex

Round 4

Control C07, K09
★ 1 VP per hex
✚ 1 VP per hex

Round 5

Control C07, K09
★ 1 VP per hex
✚ 1 VP per hex

Mission End

Note which Units are destroyed this Mission.

Losses in this Mission affect both sides in Mission 5.



Soviet Orders

We must hold the Sovkhoz against German incursions.

Commander's Forces

2 +1 6 1

Elements of the 375th Rifle Division



Setup: Soviets set up first on or east of Row 07, including your hidden Units (noting its position on a Planning Map downloaded from AcademyGames.com/SoS).

Decide which Hex your Reinforcement will enter in Round 2. If R06 or R07 pull **Objective Card 1** or, if B06 or B07 pull **Objective Card 4**. Do not reveal your choice.

Reinforcement



Round 2: Your reinforcement Rifles Squad enters from the Hex you chose earlier. Reveal your Objective Card to the German Commander, to confirm the entry choice you had made.

Victory Points

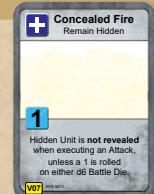
1 Immediately: Per German Unit destroyed.

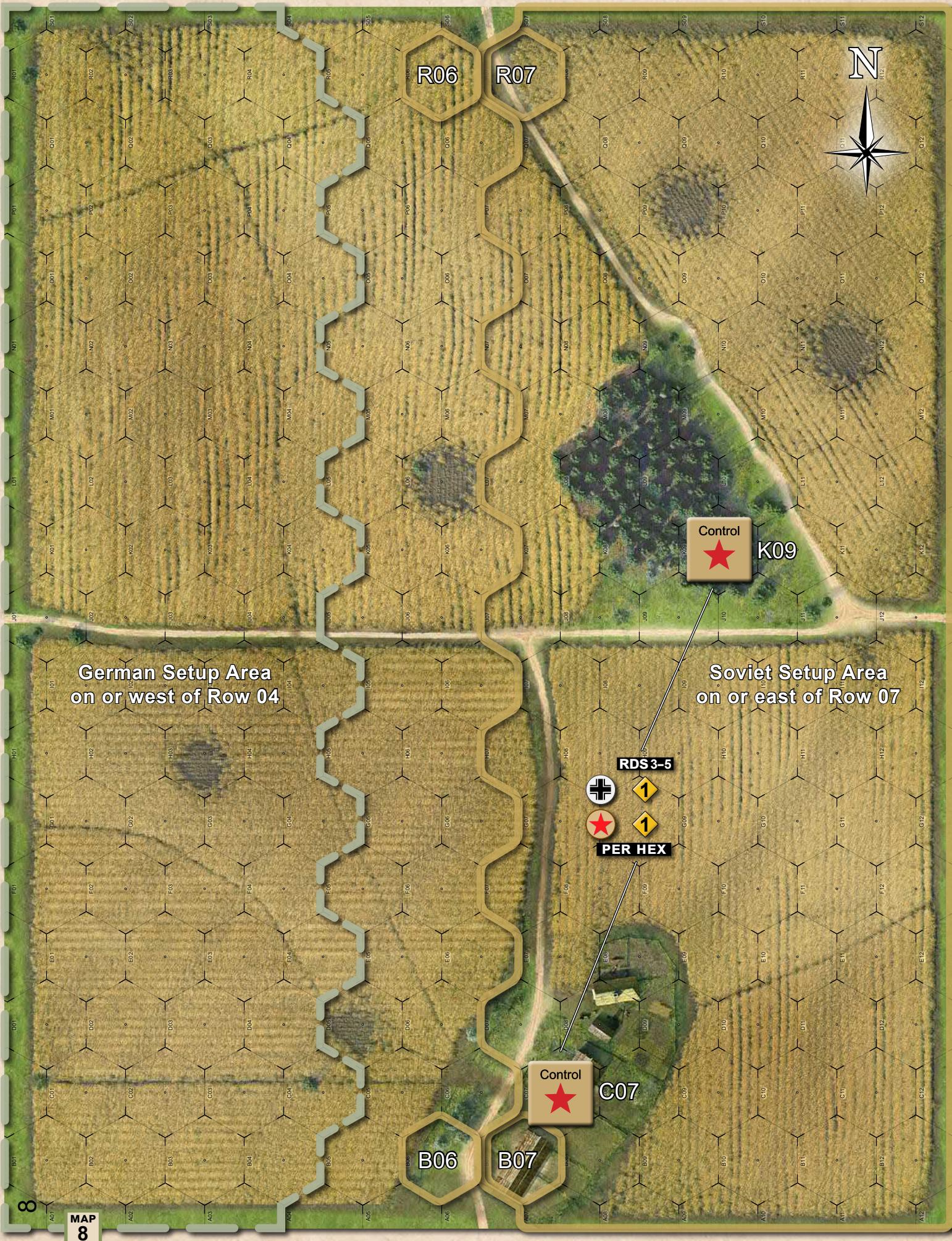
1 End of Rounds 3, 4, 5: Per Soviet Control Marker.

Mission Instructions

V07 Veteran Card V07 Concealed Fire:

Is attached to the Sniper Unit.







Mission 5 – July 6, 1943

Pursuit from Sovkhoz 158

General Situation

Shopino, North-East of Sovkhoz (State Farm) 158 – The German operation to clear Sovkhoz 158 earlier in the day was successful. A Soviet counter-attack is being prepared by forces that have worked their way forward through a tangle of balkas and hills northeast of the State Farm. The German Panzer Grenadiers have been ordered to deploy immediately and gain control of Hills 4 and 5, eliminating any Soviets concealed in the Balkas.

Map Table

N↑ Map: 9

Hill 3: H3-01▶F07 and H3-04▶I08

Hill 4: H4-01▶J03 and H4-04▶G01

Hill 5: H5-01▶N05 and H5-03▶P06

Hill 6: H6-01▶K09 and H6-03▶K11

Balka 2: T2-1▶N04 and T2-7▶K04

Soviet Control Marker: D04, G04, J07, L09, H4-07, H5-08



Cards 1-13



German Orders

Clear out the Balka and take Hills 4 and 5.

Commander's Forces



Setup: Remove one Pz Grenadier for every **two** German Units destroyed in Mission 4. Place remaining Units as listed.

Panzer Grenadier Platoon V04

1x HMG 42 I09	6x Pz Gren on Road F08 to H09	2x 8cm Mortar J10, J11
07	19 20 21 22 23 24	04 05

Victory Points

1 **Immediately:** Per Soviet Unit destroyed.

1 **Mission End:** Per German Control Marker on Hill 4 and Hill 5.

Mission Instructions

German Mortars may fire Smoke.

V04 **V04 Motivated Leader:**
Unlimited usage by any German Units.

W06 Divisional Artillery (Plan in Round 1):

Draw Card W06. At the beginning of Round 1, plan your OBA Strike. Resolve at the beginning of Round 2. May target any Hex in LOS of any German Unit. One use only.

Remember to account for OBA Drift (13.7).



Pre-Mission

Place **hidden** Units.

Round 1

Plan Artillery

Initiative

Round 2

Resolve Artillery

Round 3

Round 4

Round 5

1 VP per Control Marker

1 VP per Hill Control Marker

Mission End

Victory Points

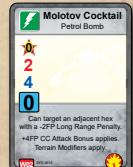
1 **Immediately:** Per German Unit destroyed.

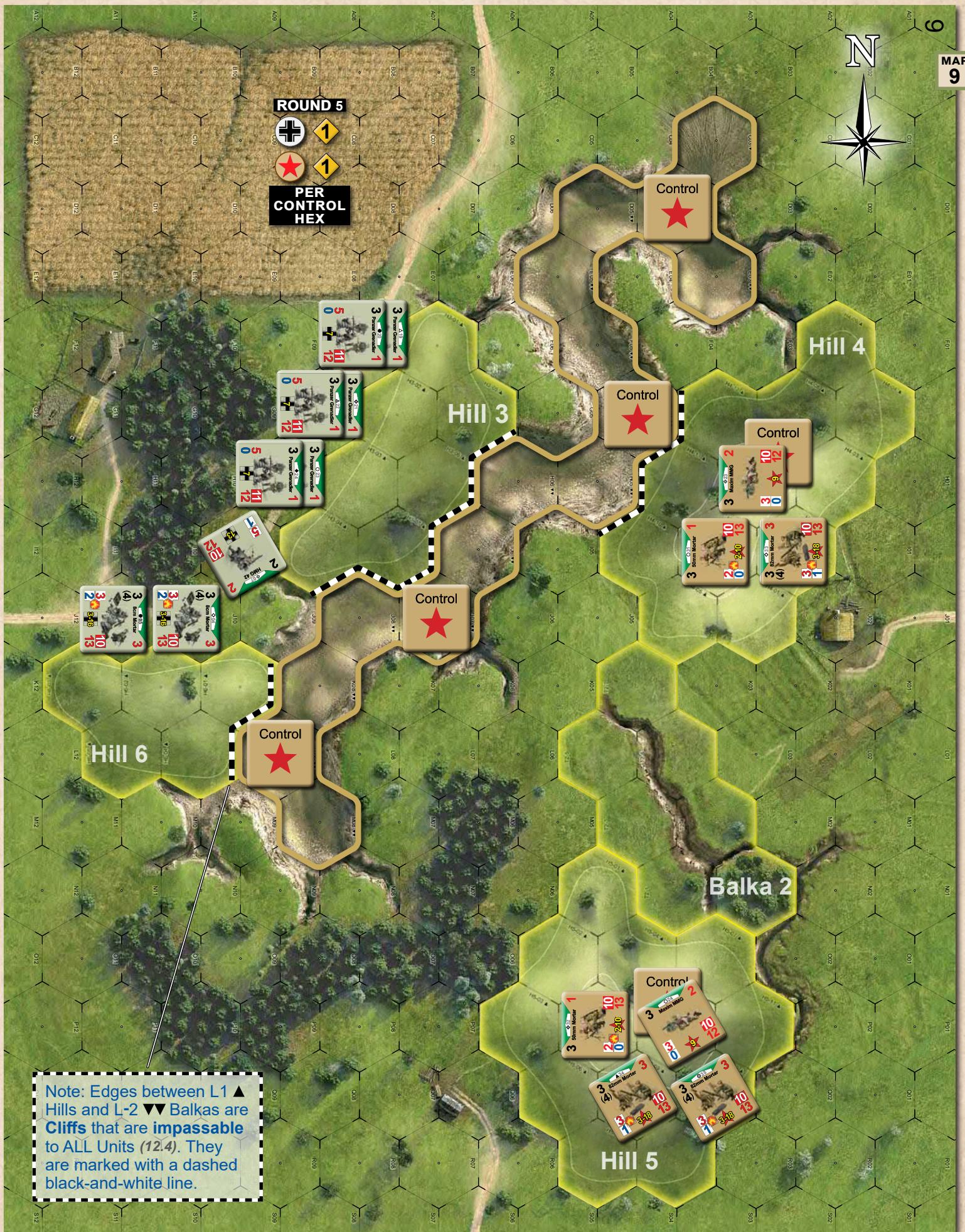
1 **Mission End:** Per Soviet Control Marker..

Mission Instructions

Mortar Group may not fire Smoke.

W02 **W02 Molotov Cocktail:** May be used once per Round by any Soviet Rifles or SMG Unit.







Mission 6 – July 5, 1943

Sneak Attack

General Situation

For the III Panzer Corps to protect the right flank of the German armored spearheads, it needed to establish a bridgehead across the northern Donets River, southeast of Belgorod. Elements of the 6th Panzer Division, Panzer Grenadier Regiment 114, crossed the river to secure the opposite bank so division engineers could build a vital bridge that would enable the heavy Panzers to cross. Little did they know that a company of Soviets had infiltrated their defensive perimeter, intent on stopping the engineers.



Cards 1-13



German Orders

Remain alert. Push back any surprise attacks with minimal losses. And find or make a way across that river!

Commander's Forces



Inf Plt, 114th Pz Gren Reg W01 V05

	07
	2
	3
	19
	20
	21
	22

1x HMG 42
N04

4x Pz Gren
L11, O04,
H4-11, P05

Setup: Place your Units on the Hexes listed.

Victory Points

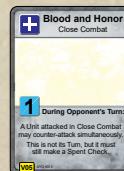
1 **Immediately:** Per Soviet Unit destroyed.

1 **Mission End:** Per German Control Marker.

Mission Instructions



W01 Weapon Card W01 Grenades: May be used once by any Unit, then discarded.



V05 Veteran Card V05 Blood and Honor:

May be used once by any Unit, then discarded.

N↑ Map: 10

Map Table

Hex 4: Align H4-01▶P08 and H4-04▶P11

Hex 6: Align H6-01▶J02 and H6-03▶H03

Trench Marker: Hex N04

German Control Marker: Hexes H4-07 and R06

Heavy Tank Battalion 503

The engineers needed five hours to build the bridge... The first wounded back from the front were loaded onto inflatable dinghies. The Soviets resisted strongly and seem to be well-organized...

– Lieutenant Richard von Rosen, Commander, Tiger tank section, 3rd Company, Bn 503



Cards 1-13



Soviet Orders

Overrun the Germans and prevent them from establishing a bridgehead.

Commander's Forces



Setup: Place your Units on the Hexes listed.

Infantry Platoon, 81st Guards Rifle Div W02 V01

	01 02
	03 04
	13 14
	15 16
	27 28
	29 30
	31

5x Rifles '41 G09, G02, H02, I01, H6-03

3x Rifles '43 H09, I08, H6-02

3x SMG Squads I07, J07, K07

1x 50mm Mortar E08

Victory Points

2 **Immediately:** Per German Unit destroyed.

2 **Mission End:** Per Soviet Control Marker.

Mission Instructions



W02 Weapon Card W02 Molotov: May be used twice by any Units, then discarded.



V01 Veteran Card V01 Rapid Move: Unlimited usage by any Unit or group of Units.

Download free Planning Maps

for hidden Units at

AcademyGames.com/SoS

Round 1

★ Initiative

Round 2

Round 3

Round 4

Control

R06, H4-07

2VP per hex

1VP per hex

Mission End



Hill 6



H4-07

R06

Donets
River

MISSION END



PER CONTROL HEX





Mission 7 – July 6, 1943

Wounded Tiger

6 July 1943

Naturally, a lot of tanks had dropped out along the way, probably fewer due to enemy action than to the frequent transmission problems of the initial Tigers.

— Hauptmann Clemens Graf Kageneck
Commander, Heavy Tank Battalion 503

General Situation:

On day 3 of the German offensive, III Panzer Corps blasted a narrow corridor a few kilometers wide through the Soviet defensive lines. The battlefield at Kursk was littered with tanks – abandoned due to mechanical problems rather than combat – which both sides attempted to retrieve and repair. As the German spearhead advanced, an immobilized Tiger is left behind in a field. Through the unsecured flanks, a platoon of T-34s and T-70s slips back to finish off the ‘helpless’ Tiger.



Cards 1–13



German Orders

Recover the immobilized Tiger tank.

Commander's Forces



Setup: Place your Units on the Hexes listed, matching the facings shown on the Map. Place the Immobilized counter beneath the Tiger.

Recovery Plt, 503rd Hvy Tank Bn



1 × Tiger 1e
8-J06
V03 V06



1 × FAMO
7-J02



1 × Pz IVh
7-J04



2 × Pz IIIIL
7-J01, 7-J03

▲ Note: The FAMO heavy mover can tow the Tiger faster than the other Panzers.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

4 Immediately: When the Tiger Tank is transported off the Map.

Mission Instructions

Towing Any of your vehicles may tow the Tiger. It costs 1AP to hook it up (15.7). Neither vehicle, towing or towed, may fire.

Veteran Cards The Tiger Tank receives both:

V03 Experienced



V06 Iron Will.



Soviet Orders

There is a damaged Tiger! Destroy it, then destroy any enemy forces attempting to recover it.

Commander's Forces



Armor, 7th Guards Army



4 × T-34c
10-H10, 10-H11, 9-K11, 9-K12,
10-I10, 10-I11 9-J12, 10-J11



4 × T-70

Setup: Place your Units on the Hexes listed. Match the facing shown on the Map.

Victory Points

4 Immediately: For destroying the Tiger Tank.

2 Immediately: Per Pz IIIIL and Pz IVh Tank destroyed.

0 FAMO: No VP for the destroying the FAMO.

Designer's Note: This is an excellent Mission that highlights the Soviet tactic of quick group movements toward enemy German tanks. The German Tigers had excellent optics and firepower to pick off the Soviet T-34s at long range. However, once the T-34s got in close, they would swarm over a Tiger with short-range flank attacks.

Maps: 7, 8, 9, 10

None

None

Map Table

Round 1

★ Initiative

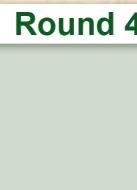
Round 2



Round 3



Round 4



Round 5



Mission End

**MAP
7**

**MAP
8**

**MAP
9**

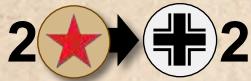
**MAP
10**

N

8-J06

10





Mission 8 – July 7, 1943

Graveyard

General Situation

The II SS Armored Command is making steady, but hard fought progress towards the Psel River. East of Pokrovka, the SS Leibstandart AH Panzer Division has left behind a graveyard of Soviet tanks and is in desperate need of fuel.

The German advance has left their supply lines vulnerable and remaining pockets of Soviet armored Units are threatening their fuel convoys. The Soviets also hope to salvage tanks that were abandoned by their crews in the initial engagements.

[Map Table](#)

Maps: 7, 8

Village Overlay V1-01▶7-Q02 and V1-03▶7-O01

Soviet Control Marker: 7-L08, V1-11, 8-D07, 8-H03

If using the *Wrecks and Destruction* expansion,
place randomly pulled Soviet and German
Tank Wrecks on the hexes as pictured.



Cards 1-13, 15



German Orders

Protect the fuel trucks and counter any Soviet armored incursions.

1st Commander's Forces

1 +1 5

Rear Guard

2×PzIII L 8-J02,8- J03	1×PaK38 8-J08	1×Maultier 8-J09

Map.

2nd Commander's Forces

1 +1 5

Lead Guard

1×PzIII L 7-J10	1×PzIIIj 7-I09	1×PzIIIin 7-I08	1×Maultier 7-J106

Setup: Place each Unit as listed on Map 7.

Reinforcements

Reinforcements

	37
2×PzIII L	38

Reinforcements: When either German Commander's Maultier is destroyed, that Commander is **immediately** sent an additional support PzIII L. Its entry is:

- 1st Commander: Hex 8-J01
- 2nd Commander: Hex 7-J12

Victory Points

1 Immediately: Each Soviet Unit destroyed, including the four Abandoned Soviet Tanks.

2 Mission End: Per Maultier **not** destroyed.

Soviet Orders

Deliver replacement crews to functioning abandoned tanks and destroy the German fuel supply trucks.

1st Commander's Forces

1 +1 4 1

West Flank

2×T-70	1×Churchill

Round 1: Enter from the west edge of Map 7.

2nd Commander's Forces

1 +1 4

East Flank

2×T-70	1×KV1s

Round 1: Enter from the east edge of Map 8.

Abandoned Tanks

Abandoned Tanks

2×Churchill	2×SU-76m

Setup: Randomly place one of the Abandoned Tanks, with a facing of your choice, on each of the Soviet Control Markers.

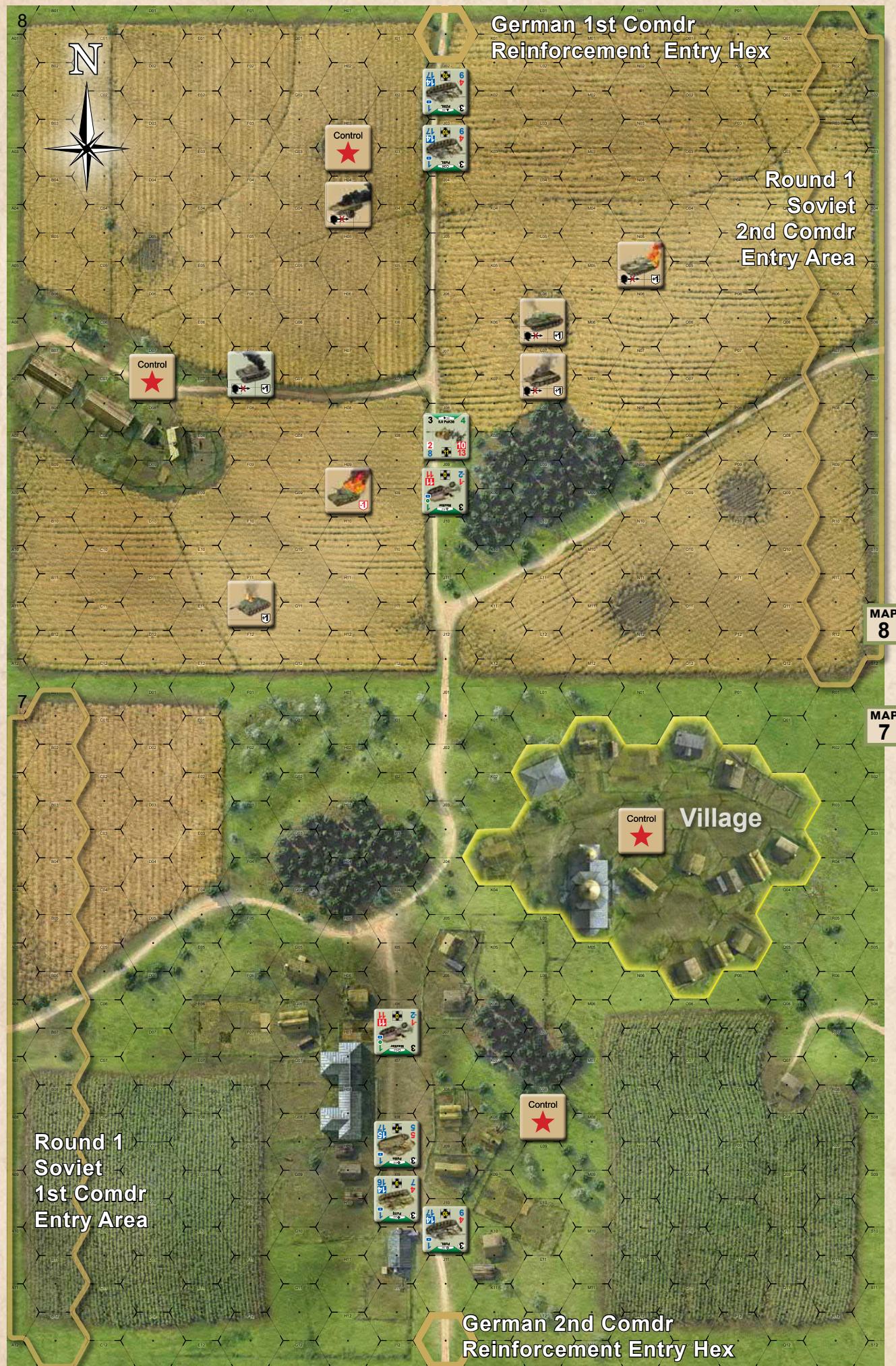
Victory Points

1 Immediately: Per German Unit destroyed **except** a Maultier.

3 Mission End: Per Maultier destroyed.

Mission Instructions

Abandoned Tanks may not take Actions until a Soviet Unit stops on its hex. The Soviet then pulls the Control Marker and replaces it with a random Hit Marker, indicating that the Tank has a crew, is active, and can take Actions.



Round 1

★ Initiative

Round 2

Round 3

+
2VR per Multicard

**ZvP per Maultier
not destroyed**

3VP per Maultier



Mission 9 – July 10, 1943

Black Knights of the Steppe

Note from a Platoon Leader's Tank Driver

A wall of steel and fire...Then the message came..."Drive like hell, that is your only chance!"

—Rolf Erhardt, 7th Company,
Panzer Regiment "LAH"



Cards 1–13



German Orders

Capture the village as preparation for the push onto Prokhorovka.

Commander's Forces



Round 1: Germans enter within 3 hexes of 8-J01.

Tank elements of Panzer Div 'LAH' V06 V08

1x Tiger Ie	58	1x Pz IIIf	32	1x Pz IIIj	33	1x Pz IVf2	42	1x 251/10 3.7cm PaK	68
5 12 16 19 21		3 4 12 15		3 4 7 16		3 5 11 14 17		2 5 12 13	

Round 2: Reinforcements enter from the south edge of Map 8. Each 251 APC is loaded with a squad of Panzer Grenadier.

Panzer Grenadier Reinforcements

1x 251	70 19	1x Pz Gren	71 20
2 4 1 12 13		2 4 1 12 13	3 5 0 11 12

Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 1 Immediately: Per Unit that exits the Map within one hex of Road Hex 7-J12.
- 1 Mission End: Per German Control Marker.

Mission Instructions

Veteran Cards: All German Tank Elements ONLY that enter in Round 1 have unlimited usage of:

V06 V06 Iron Will

V08 V08 Combat Hardened.



N↑ Maps: 7, 8

Map Table

- ↙ Hill 6: Align H6-01▶8-K12 and H6-03▶8-M11
- ↔ Soviet Control Marker: Hexes 7-I10 and 7-K10

General Situation:

After five days of almost constant combat, the tired Germans were hoping for a break. Instead, advanced elements of the armored group for the 1st SS Panzer Division "Leibstandarte Adolf Hitler" were ordered to assemble along the road to Prokhorovka. This small town on the vast steppe of Russia would become the site of the most famous tank engagement within the battle of Kursk.

Cards 1–13

Soviet Orders

Stop or delay the German armored force.

Commander's Forces



Setup: Set up the Units on Maps 7 and 8 as listed below. KV1s Tanks may set up in woods and buildings.

Armor, 5th Guards Tank Corps V04 V07

2× Churchill MkIII	51 52	2× KV1s	72 73	2× Rifles '43	13 14
5 9 16 18		5 9 16 18		3 0 6 11 12	

8-D09, 7-J04
May be hidden north of row 8-03.

Reinforcements V04 V07

3× T-34c	63 64 65	1× T-34b	62
5 9 16 19		5 8 15 18	

Round 3: Reinforcements enter within one hex of Road Hex 7-J12.

Victory Points

- 3 Immediately: For destroying the Tiger tank.
- 1 Immediately: Per German Unit destroyed.
- 1 Mission End: Per Soviet Control Marker.
- 1 Mission End: Per German Unit remaining on the Map.

Mission Instructions

Veteran Cards: All Soviet Units have unlimited usage of:

V04 V04 Motivated Leader

V07 V07 Concealed Fire.



German Exit / Soviet Entry Hexes

MISSION END



PER HEX

N

Control



7-K10

Control



7-I10

**MAP
7**

**MAP
8**

Hill 6

Soviet
Hidden Setup Area

Round 1 German
Entry Area

German
Reinforcements
Entry Edge

Round 1



Round 2



Round 3



Round 4

Round 5

**★ 1 VP per
G. Unit on Map
Control**

7-I10, 7-K10

**★ 1VP per CM
+ 1VP per CM**

**Mission
End**



Mission 10 – July 6, 1943

Rotmistrov's Red Dawn

6 July 1943

The situation suddenly became complicated. The jumping-off positions that we had earlier selected for the counter stroke were in the hands of the Hitlerites.

— Lieutenant General P.A. Rotmistrov,
Commander 5th Guards Tank Army

General Situation

After establishing a bridgehead across the northern Donets River near Mikailovka (southeast of Belgorod), advanced elements of the German 6th Panzer Division's 'armored fist' (or breakthrough Kampfgruppe) must now expand the bridgehead by quickly reaching the village of Blizhniaia Igumenka. This will enable the rest of the Division to cross the river without coming under heavy Soviet artillery fire and also keep the III Panzer Corps' advance on schedule.



German Orders

Prevent Soviet elements from breaking through your positions.

Commander's Forces



Setup: Place Units in the specified Hexes. Hidden Units may be placed anywhere on Map 9.

2nd SS Panzer Gren Division 'Das Reich' V04 V06

1 × HMG 42 9-F12	07	1 × 251/17 9-I11	79	2 × Pz Gren 9-F11, Hidden	19 20	1 × PaK40 Hidden	31
1 × Pz III L Hidden	34	1 × Marder IIc Hidden	55	1 × Marder III Hidden	56	2 × T-34b Hidden	80 81
1 × Pz III L Hidden	11	1 × Marder IIc Hidden	12	1 × Marder III Hidden	13		
	14		15		16		

Round 2 and Round 3 Air Support:

W05 W05 Stuka - Ju 87g The Germans receive one Stuka Air Support in each of Rounds 2 and 3 (16.7).

Round 2 - Air Sup



85



Round 3 - Air Sup



85



85

Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 2 End of Round 4: German Control Marker (9-F11).
- 5 Mission End: German Control Marker (9-F11).

Mission Instructions

Veteran Cards may be used by any German ground Units.

V04 V04 Motivated Leader

V06 V06 Iron Will



Soviet Orders

Capture the State Farm buildings. Break open and through the German defensive lines to the Donets' bridgehead.

Commander's Forces



Setup: Place all Units on Map 10. SMGs with a vehicle are considered loaded.

Med Tank, Mech Infantry, 26th Tank Brigade

5 GBT Hidden	1 63 64 65 66 67 68 69	5 T-34c 10-O08 10-P09 10-Q09 10-M05 10-N06 10-P07 10-Q07	1 T-34b 10-O06 10-P06 10-Q06	4 M3 APC 10-O05 10-P06 10-P07 10-Q07
3 GBT Hidden	1 55 2 56 3 57 4 58 5 59 6 60 7 61 8 62 9 63 10 64 11 65 12 66 13 67 14 68 15 69	3 S-72 1 27 28 2 29 30	3 SMG 10-O05, 10-P06, 10-P07, 10-Q07	
4 GBT Hidden	1 56 2 57 3 58 4 59 5 60 6 61 7 62 8 63 9 64 10 65 11 66 12 67 13 68 14 69	4 S-72 1 27 28 2 29 30		
4 GBT Hidden	1 80 2 81 3 82 4 83 5 84			

Round 3: Enter from the south edge of Map 10.

Round 3 - Reinf

3 M3 Scouts 2 × M3 Scouts	85 86	4 Rifles 43 2 × Rifles 43	13 14
------------------------------	----------	------------------------------	----------

Round 4: Enter from the south edge of Map 10.

Round 4 - Air Support

87	1 Shturmovik Shurmovik IL-2 23mm Cannon
----	--

Victory Points

- 1 Immediately: Per German Unit destroyed.
- 1 Immediately: Per unhit Soviet Tank that exits the northern edge of Map 9.
- 3 End of Round 3: Soviet Control Marker (9-F11).
- 2 End of Rnds 4 and 5: Soviet Control Marker (9-F11).

Mission Instructions

M3 Scout: The M3 Scout receives a bonus move not only on Roads but also on Open Terrain Hexes.



N↑ Maps: 9, 10

None

German Control Marker: 9-F11.

Trench marker: 9-F12.

Wire marker: 9-E10 and 9-E11.

Round 1

★ Initiative

Round 2

✚ Air Support

Round 3

✚ Air Support

★ Reinforcements

Control 9-F11

★ 3VP

Round 4

★ Air Support

Control 9-F11

★ 2VP

✚ 2VP

Round 5

Control 9-F11

★ 2VP

✚ 5VP

Mission End



Mission 11 – July 8, 1943

Tanks!

8 July 1943

Smoke, fire, bombs, and wrecked vehicles were everywhere. But by evening we began to see heavy reinforcements from the STAVKA reserve.

— Soviet Major General Popiel



Cards 1–13, 15



German Orders

Break through the Soviet shielding forces.

1st Commander's Forces



Setup: Place your Units on the Map as listed.

11th Panzer Division

	58		43		34
1 × Tiger Ie 8-N04		4 × PzIVh 8-K02, 8-L03, 8-O03, 8-P02		1 × PzIIIL 8-N02	

2nd Commander's Forces



Setup: Place your Units on the Map as listed.

Assault Gun Platoon, 11th Panzer Division

	47		33		55		56		57
3 × StuG IIIg 10-L03, 10-M01, 8-H01		1 × Pz IIIj 10-O01		1 × Marder IIc H1-17		1 × Marder IIIh H1-12		1 × Marder IIIm H1-14	

Victory Points

1 **Immediately:** Per Soviet Unit destroyed.

3 **Mission End:** Per German Control Marker.

General Situation

Between July 8th and 9th, the German 48th Panzer Corps was forcing its way towards the approaches of Oboyan. East of Verkhopen'ye, elements of the Gross-Deutschland and 11th Panzer Divisions ran headlong into arriving Soviet reinforcements of the 1st Tank Army. A chaotic battle ensued with more Soviet tanks straggling to join as the battle ignited across the open steppes and hills.



Soviet Orders

Use overwhelming armored attacks to force them into a defensive posture and take the northern heights.

1st Commander's Forces



Setup: Place your Units on the Map as listed.

10th Tank Corps

	63		75 76
4 × T-34c 8-K05, 8-K06, 8-L06, 8-M07		5 × T-70 8-P08, 8-Q06, 8-Q09, 8-R05, 8-R08	

Round 2: Reinforcements enter from the east edge of Map 8.

Reinforcements

	72
3 × KV1s	73 74

2nd Commander's Forces



Setup: Place your Units on the Map as listed.

10th Tank Corps

	57		67 68
3 × SU-122 H3-01 H3-03 H3-04		5 × T-34c 8-C01, 8-C03, 8-E03, 8-B05, 8-D05	

Round 2: Reinforcements enter from the west edge of Map 8.

Reinforcements

	60
2 × SU-152	61

Victory Points

2 **Immediately:** Per German Unit destroyed.

3 **Mission End:** Per Soviet Control Marker.

N↑ Maps: 8, 10

⊗ Hill 1: H1-01▶10-K10 and H1-05▶10-O08

Hill 3: H3-01▶8-E08 and H3-04▶8-B07

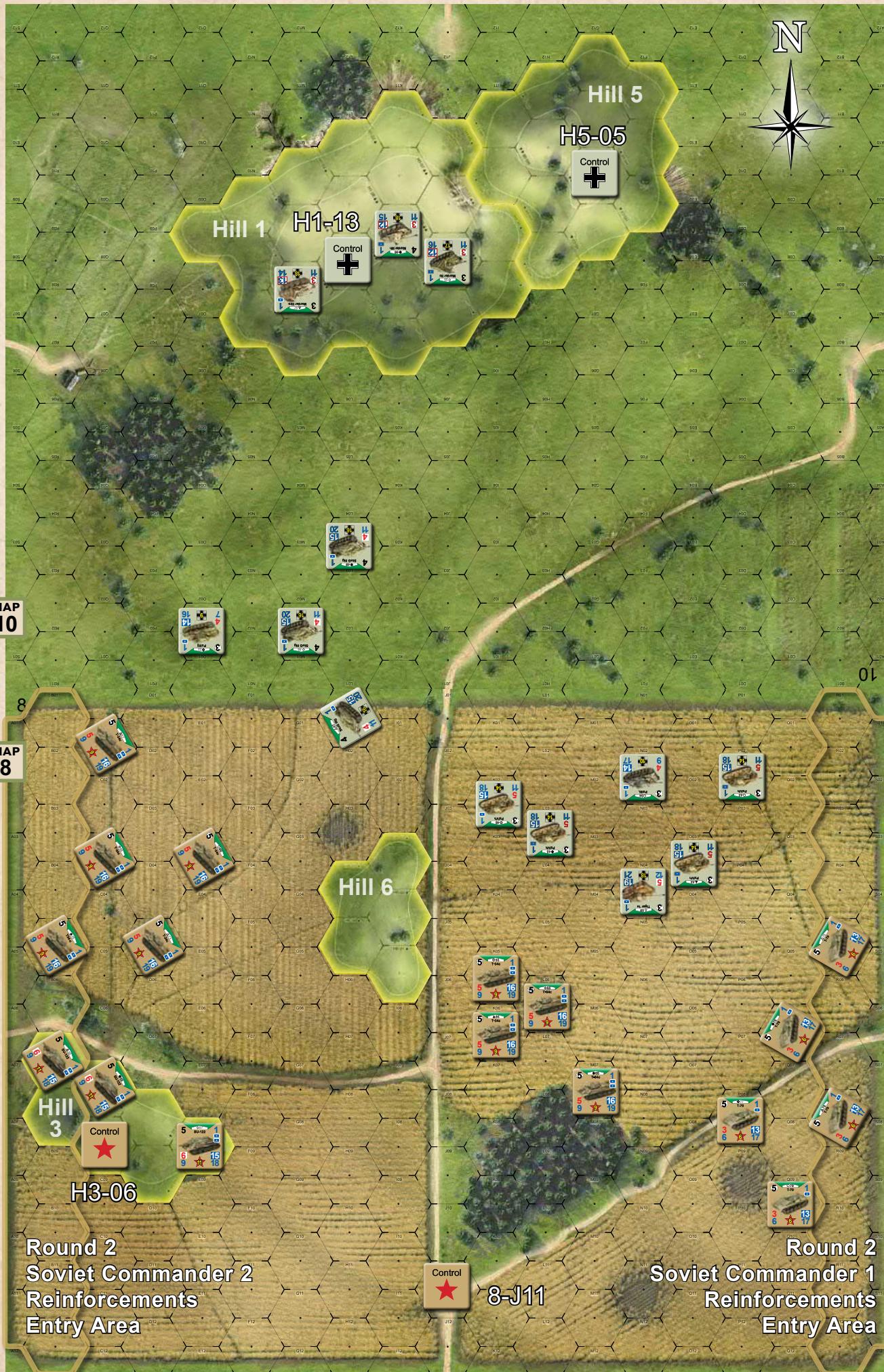
Hill 5: H5-01▶10-H08 and H5-03▶10-F09

Hill 6: H6-01▶8-I05 and H6-03▶8-I03

● German Control Marker: H1-13 and H5-05

Soviet Control Marker: 8-J11 and H3-06

Map Table



MAP
10

**MAP
8**

Round 1

+ Initiative

Round 2

Reinforcements (1st and 2nd Commander)

Round 3

Round 4

Control of
8-J11, H3-06,
H1-13, H5-05



Mission 12 – July 6, 1943

Luchki (Part 1)*

6 July 1943

We have achieved the breakthrough required of us.

— SS-Gruppenführer Kruger



Cards 1–13, 15



German Orders

The II SS Panzer Corps is behind us. Tear a hole in this sector and capture the village of Luchki.

Commander's Forces

2 +1 10

1st Company, 'Der Führer' Regiment

1x HMG 42 K10	3x Pz Gren K08, J09, I10	2x 8cm Mortar H11, K09
2x Inf 43 D09, E09	1x Pz Engrs H10	1x PzIIIin J10

Setup: Place your Units on the Map, matching facing.

Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 3 End of Round 3: Per German Control Marker.
- 2 End of Round 4: Per German Control Marker.
- 1 Mission End: Per German Control Marker.

Mission Instructions

Smoke: Mortars, Engineers, and the PzIIIin may fire Smoke.



Map: 7

Map Table

- River 1 R1-01▶G03 and R1-03▶I02
- River 2 R2-03▶L01 and R2-05▶J02
- River 3 R3-01▶C06 and R3-03▶E05
- Village V1-01▶N01 and V1-23▶L06
- Soviet Control Marker: V1-11 and I04

* Missions 12 and 13 can be played as independent 2-player Missions, or as a single, larger 2 to 4-player Mission. Set up the Maps edge to edge as directed in Part 2. All VPs from each Mission count toward victory.

General Situation

Ferocious battles were being fought as the Germans smashed into the Soviet's second line of defense. Along the critical Belgorod-Kursk highway, 'Der Führer' Regiment of the 2nd SS PzGren Div., 'Das Reich', is trying to seize the village of Luchki. If successful, this will open a huge gap in the defences of General Chistyakov's 6th Guards Army into which the II SS Panzer Corps can rush through.

Cards 1–13, 15

Soviet Orders

Hold Luchki as long as possible, then retreat over the Donets River fords. (Ford Hexes R1-06 and R2-04 are shown with dashed ford crossing lines.)

Commander's Forces

2 +1 8 1

Infantry Co, 155th Guards Rifle Reg

1x Rifles 41 G06	1x Maxim MMG I03	1x Sniper R1-05
3x Rifles 43 L07, H08, V1-19	4x SMG V1-18, J05, J06, H07	2x ATG 45mm G05, V1-23
2x 50mm Mortar H05, V1-09	1x 82mm Mortar V1-13	1x ATG 76.2mm V1-21
3x 82mm Mortar (4) 31, 32	3x 82mm Mortar 3, 4, 10, 13 33	3x 76.2mm ATG 5 36

Setup: Place your Units on the Map, matching facing.

Victory Points

- 2 Immediately: Per German Unit destroyed.
- 1 End of Rounds 3, 4, 5: Per Soviet Control Marker.
- 1 Immediately: Per Unit moved off of the Map along the Soviet Exit Area between R2-02 and B01.

Mission Instructions

Mines Randomly pull 4 Mines, and place them hidden on Map 7, on or east of Row 06.

Use a planning sheet to mark their locations.



Round 1

+ Initiative

Round 2

+ Initiative

Round 3

**Control of I04, V1-11
+ 1VP per hex
+ 3VP per hex**

Round 4

**Control of I04, V1-11
★ 1VP per hex
+ 2VP per hex**

Round 5

**Control of I04, V1-11
★ 1VP per hex
+ 1VP per hex**

Mission End

MAP
7





Mission 13 – July 6, 1943

Luchki (Part 2)*

General Situation

As the Panzer Grenadiers of the German 2nd SS PzGren Div. 'Das Reich' were trying to seize the village of Luchki, SS-Obergruppenführer Hausser tried to flank the village with his Panzers in order to create a larger breakthrough point in Soviet General Chistyakov's 6th Guards Army.

N↑ Map: 8

AT Trench 1 T1-04▶L06; T1-07▶O07

AT Trench 2 T2-09▶H08; T2-19▶K06

Soviet Control Marker: J11

Map Table



Cards 1-13, 15



German Orders

Even if this turns into a sea of mud, regroup and keep pushing forward to Luchki!

Commander's Forces

2 +1 8

2nd Panzer Platoon, 'Das Reich'

	58 59		34		22
	50 51 52		02 03		02
2x Tiger 1e G04, H04		1x Pz III L D02		1x Pz Gren G02	
3x Panther D I03, F04, E03		2x Pz Engr F02, H02			

◀ Engineers
may fire
smoke.

Setup: Set up your Units on Map 8 as listed.

Victory Points

1 Immediately: Per Soviet Unit destroyed.

1 End of Each Round: German Control Marker (8-J11).

Map Setup for a Larger Mission

How To Combine Luchki Parts 1 and 2

N↑ The Mission book shows a row of black triangles beneath the bottom edge of Map 7 (from Part 1) and above the top edge of Map 8 (from Part 2). Turn the Maps so these edges align.

AT Set out the overlays exactly as described for each Mission.

SC Place the Markers and Units exactly as described for each Mission.



* Missions 12 and 13 can be played as independent 2-player battles - or as a single, larger 2-to-4-player battle. Set up the Maps edge to edge as directed above. All VPs from each Mission count toward victory.

Round 1

+ Initiative
Control
8-J11
★ 1 VP
+ 1 VP

Round 2

Control
8-J11
★ 1 VP
+ 1 VP

Round 3

Control
8-J11
★ 1 VP
+ 1 VP

Round 4

Control
8-J11
★ 1 VP
+ 1 VP

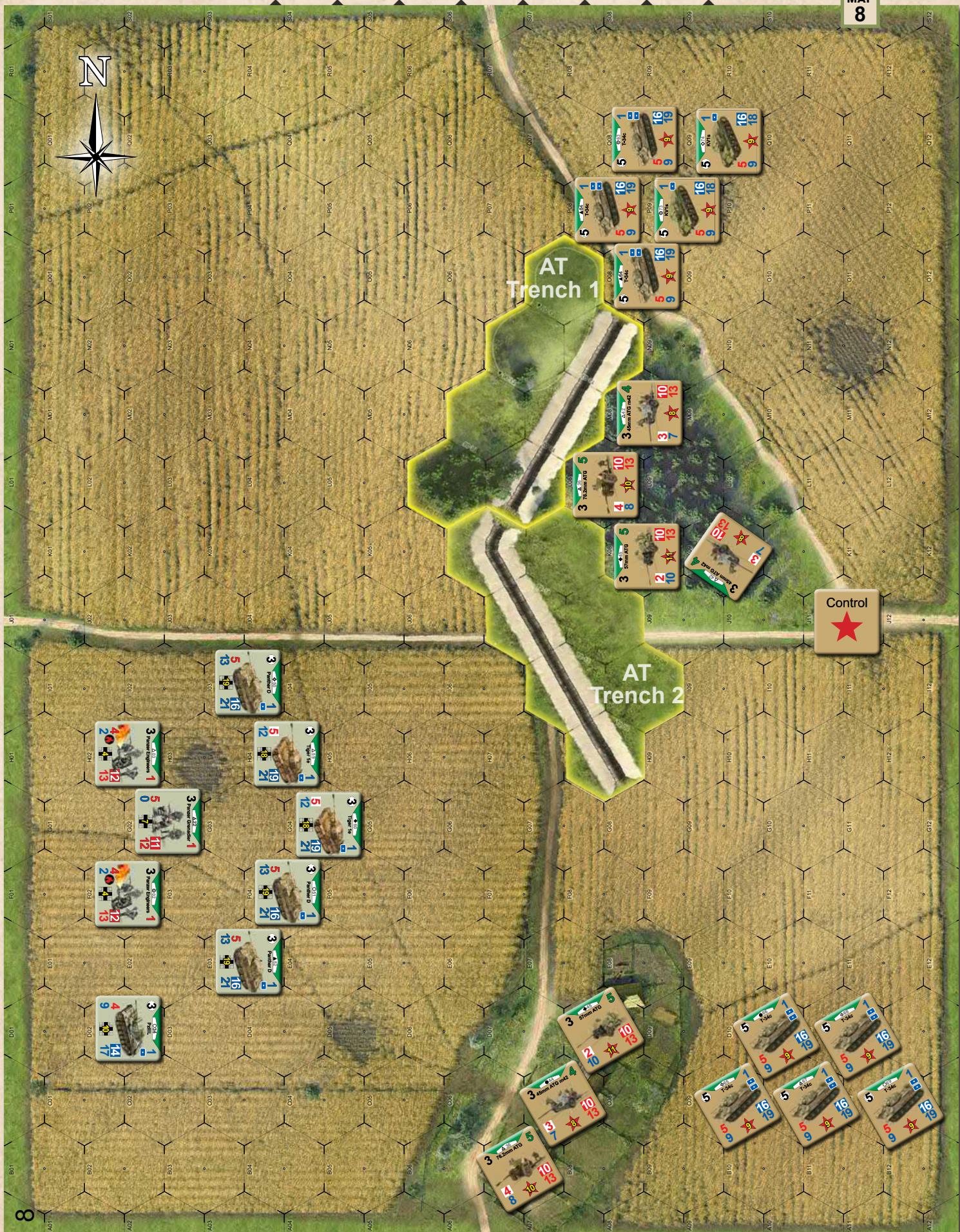
Round 5

Control
8-J11
★ 1 VP
+ 1 VP

MISSION END

When combining with Mission 12, align this edge with Map 7.

**MAP
8**



General Situation: Western Flank

The German Panzer advance has stalled in the heavily mined and defended western flank of the battle for Cherkasskoye. Infantry and Engineering Platoons have been sent forward in an effort to disrupt Soviet artillery being directed from this area.

Cards 1–13, 15

Cards 1–13 and 15 apply to both the Western Flank and the Central Flank Commanders.

German Orders



Disrupt the Soviet Artillery command post on Hill 4.

1st Commander's Forces



Gross-Deutschland Infantry Platoons 1-1 and 1-2

Enter Round 1:
Enter from the southern edge of Map 9.



Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 1 End each Round: Control Hill Hex H4-07

Soviet Orders



Hold Hill 4 and continue Artillery strikes against the German advancing forces.

1st Commander's Forces



Elements of the 6th Guards



6x Rifles '41

Set up on Map 9 on or north of Column J.



2x Rifles '43

Round 1: Enter from northern edge of Map 9.



Victory Points

- 1 Immediately: Per German Unit destroyed.
- 1 End each Round: Control Hill Hex H4-07.

Mission Instructions

Special Soviet Off-Board Artillery Rules: If Soviets control hex H4-07 at the beginning of a Round, they may plan Off-Board Artillery (OBA) for the next Round, targeting anywhere within LOS of Hill 4. OBA is resolved at the beginning of the next Round. Ex: The Soviets control hex H4-07 at the beginning of Round 2. The Soviet Central Flank Commander requests OBA support from the Western Flank Commander. The Western Flank Commander agrees, and notes which hex is targeted (on Map 7 and in LOS of Hill 4) for Round 3.

N↑ Maps: 9, 7

Hill 4 H4-01▶9-I07 and H4-04▶9-F06

Village Overlay V1-01▶7-M03 and V1-03▶7-K04

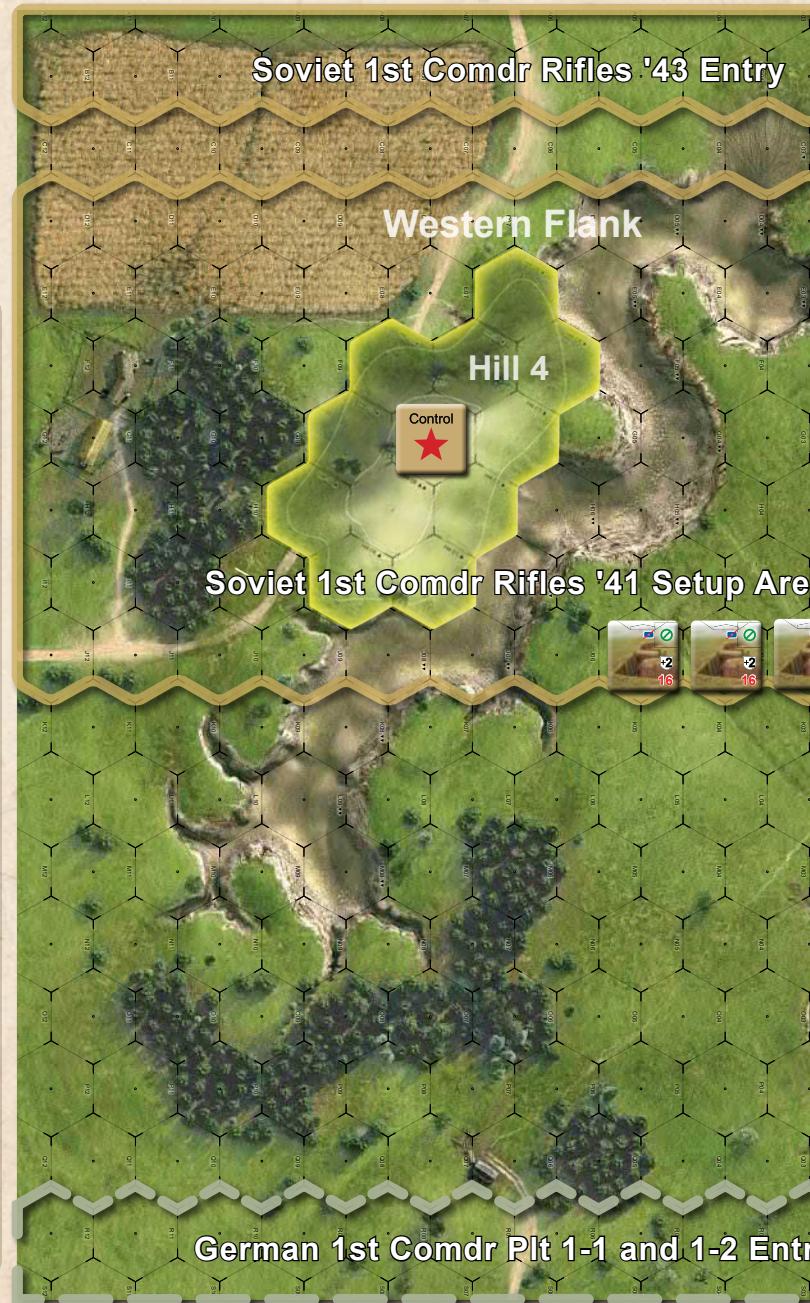
Soviet Control Marker: H4-07, V1-13

Trench Marker: 9-J01, 9-J03, 9-J04, 9-J05

Map Table

Notes

1. The Soviets begin Mission 14 with 2 VPs.
2. Up to eight players may play Missions 14 and 15 together! Each Mission's Commanders combine their CAPs and share them as needed. (Use the black triangles to align Map edges).
3. To play a shorter two-player Mission: set up either the Western Flank or Central Flank separately.



General Situation: Central Flank

General Hörlein's Panzer Grenadiers of the Gross-Deutschland Division are fighting their way into the outskirts of Cherkasskoye. Soviet General Chistyakov desperately sends reinforcements of the Soviet 6th Guards to hold the village and its flanks.

German Orders



Gain control of Soviet Headquarters Building V1-13.

2nd Commander's Forces



Gross-Deutschland Pz Grenadier Pltns 1-3 and 1-4

Round 1: Enter from the southern edge of Map 7.

2 HMG 42	3 Inf '43	3 Pz Gren	2 Maultier
----------	-----------	-----------	------------

Victory Points

1 Immediately: Per Soviet Unit destroyed.

The map shows a hexagonal grid representing terrain. A yellow path leads from the bottom left towards the center, labeled "German 2nd Comdr Plt 1-3 and 1-4 Entry". Another yellow path leads from the top left towards the center, labeled "Soviet 2nd Comdr SMG Units Entry". The center of the map features a green hexagon labeled "Cherkasskoye" containing a red star symbol. A compass rose is located in the upper right corner of the green hexagon. Hexes are numbered with identifiers like V1-13, H4-07, etc. The bottom of the map has two labels: "MAP 9" on the left and "MAP 7" on the right.

Soviet Orders



Defend the Headquarters Building V1-13.

2nd Commander's Forces



Elements of the 6th Guards

Setup: On Map 7, north of the road through Cherkasskoye.

4 Rifle '41	3 Maxim MG	3 SMG	3 82mm Mortar
-------------	------------	-------	---------------

Round 1: Enter from the northern edge of Map 7.

3 SMG	28
	29

Victory Points

1 Immediately: Per German Unit destroyed.

Mission Instructions

Rounds 3, 4, 5: If the Soviets control hex V1-13 at the beginning of the Round: a Rifle '41 Reinforcement enters from the north edge on **any Map** (each Round).

Central Flank Rounds 3, 4, 5:

If only playing the Central Flank Mission, at the start of Rounds 3, 4, and 5, roll 1D6 to determine whether a Reinforcement arrives:

Round 1

+ Initiative

Western Flank: Control H4-07
★ or + 1 VP

Round 2

Western Flank: Control H4-07
★ or + 1 VP

Round 3

Central Flank: ★ Reinf. Check
Western Flank: Control H4-07
★ or + 1 VP

Round 4

Central Flank: ★ Reinf. Check
Western Flank: Control H4-07
★ or + 1 VP

Round 5

Central Flank: ★ Reinf. Check
Western Flank: Control H4-07
★ or + 1 VP

Mission End

Mission 15 – July 5, 1943

Battle for Cherkasskoye

General Situation: East Central Flank

The Germans need to gain control of the heights east of Cherkasskoye to position their mobile artillery to fire on the tank battles raging on their eastern flank. But opposing them is Soviet General Chistyakov commanding a formidable Anti-Tank regiment.

German Orders



Disrupt the Soviet Artillery command post on Hill 5.

1st Commander's Forces



Mobile Artillery Platoon

Setup: Set up between Hexes 10-E12 through 10-O12.



1 x Marder IIIm

1 x 251/9

1 x 251/10

1 x 251/17

Victory Points

1 Immediately: Per Soviet Unit destroyed.

Mission Instructions

Note: By controlling Hill 5, the Germans have excellent firing LOS with their Marders to both the east and the northwest!

Designer's Note: We suggest the player most familiar with Group Actions (required in this Mission) should command the Germans.

Soviet Orders



Cards 1–13, 15

Hold hill H5.

1st Commander's Forces



67th Guards Anti-Tank Platoon

Setup: Anywhere on Map 10 west of Row 12.

Two of the AT Rifles may set up hidden.



4 x AT Rifles



1 x



2 x



1 x



Victory Points

1 Immediately: Per German Unit destroyed.

N Maps: 10, 8

Map Table

Balka 2 T2-1 ► 10-N04 and T2-5 ► 10-L03

Hill 5 H5-01 ► 10-K06 and H5-03 ► 10-K04

Hill 3 H3-01 ► 8-P05 and H3-04 ► 8-M06

Hill 6 H6-01 ► 8-F03 and H6-03 ► 8-F05

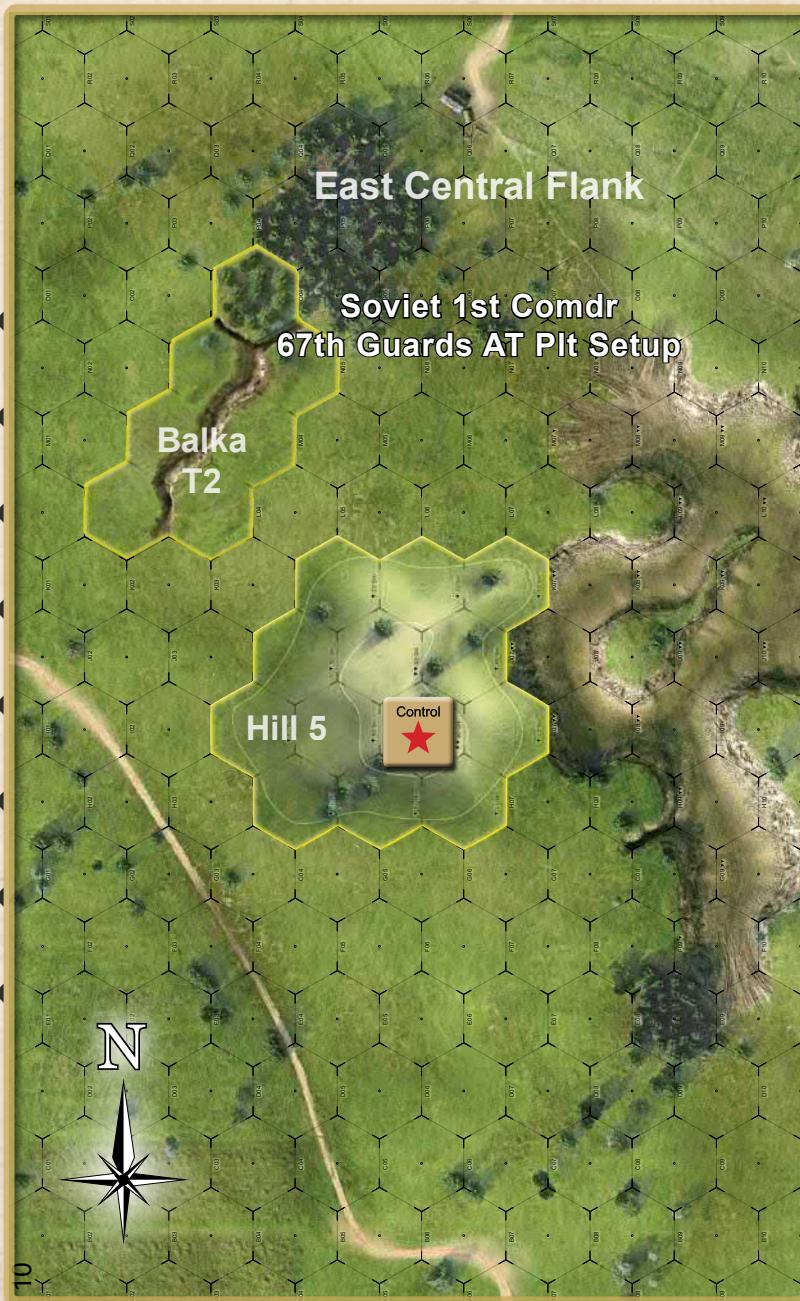
Control Markers: Soviet H5-08, German 8-J07

Special Rules and Notes

Special German CAP Rules: If the Germans have lost control of Hex 8-J07 at the beginning of a Round, all German commanders immediately lose 1CAP for the remainder of the Mission.

If 8-J07 Hex is retaken and again under German control at the beginning of a future Round, each German Commander gains back ONE CAP. Any German commander who cannot add CAPs to his track due to Unit losses does not gain this CAP back.

- Up to eight players may play Missions 14 and 15 together! Each Mission's Commanders combine their CAPs and share them as needed. (Use the black triangles to align Map edges).
- To play a shorter two-player Mission: set up either Flank separately. (Note the East Central Flank Mission lasts for 4 Rounds, not 5).



General Situation: Eastern Flank

The Gross-Deutschland Div met heavy resistance in front of Cherkasskoye. The 11th Panzer Div was sent east of the village to outflank the Soviets and draw their defenses away from the GD frontal attack. The Soviets counter with a 6th Guards armor attack.

German Orders



Hold the key crossroads at 8-J07.

2nd Commander's Forces



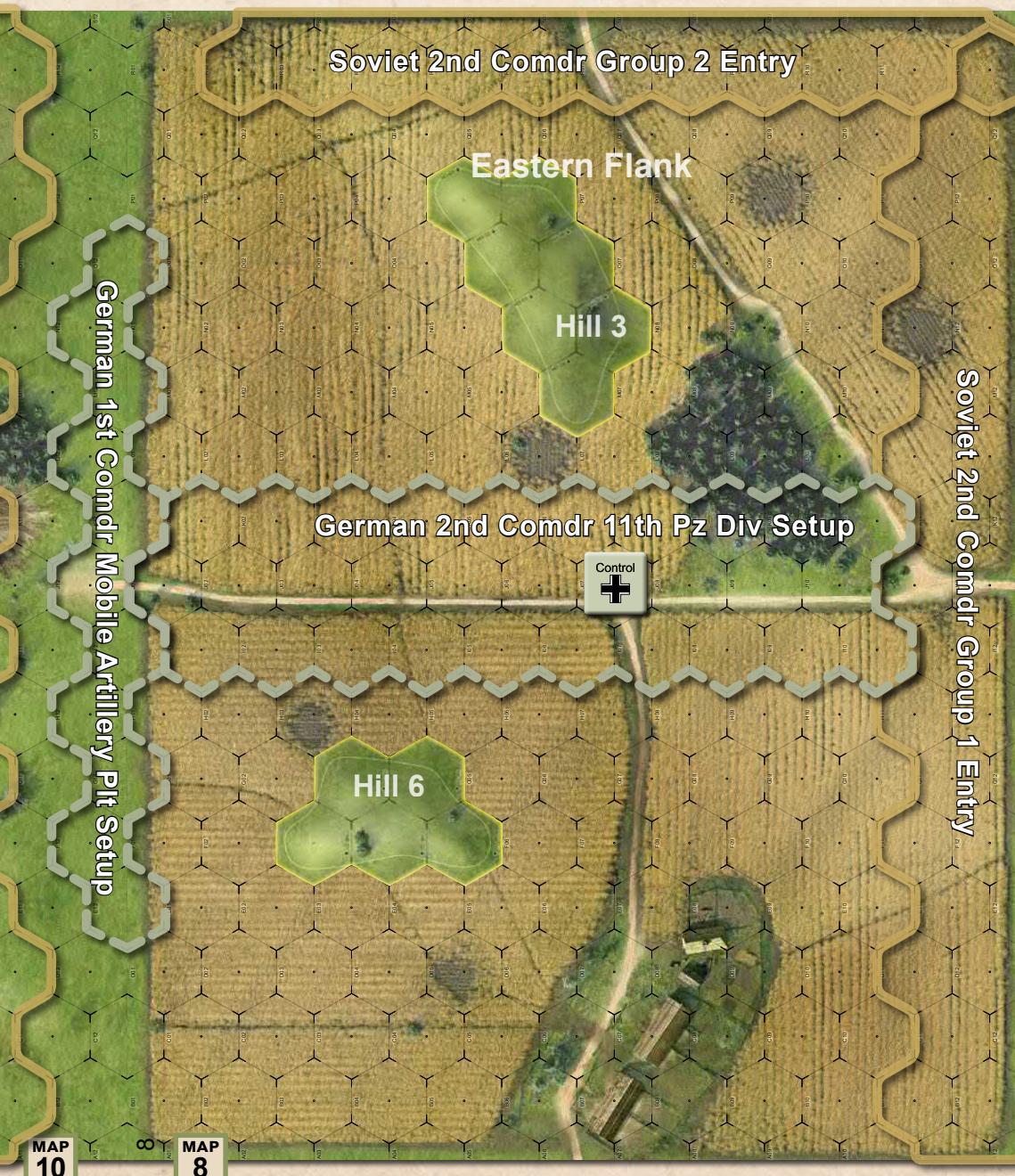
11th Pz Division

Setup: Set up within 1 Hex of Map 8's center road.



Victory Points

1 Immediately: Per Soviet Unit destroyed.



Soviet Orders



Gain control of the crossroads.

2nd Commander's Forces



Elements of the 6th Guards

Round 1: Group 1 enters from the East.



Round 1: Group 2 enters from the North.



Victory Points

1 Immediately:
Per German Unit destroyed.

2 End of Every Round:
Control Hex 8-J07.

Cards 1–13, 15

Cards 1–13 and 15 apply to both the East Central Flank and the Eastern Flank Commanders.

Round 1

- ✚ Initiative
- Control 8-J07
- ★ 2 VP

Round 2

- Control 8-J07
- ★ 2 VP

Round 3

- Control 8-J07
- ★ 2 VP

Round 4

- Control 8-J07
- ★ 2 VP
- (East Central Flank 2p Mission End)

Round 5

- Mission End
- Control 8-J07
- ★ 2 VP

Mission 16 – July 9, 1943

Dance of the Totenkopfs

9 July 1943

We are fighting our way through the worst country a tanker can imagine. A land full of hills, ravines, woods, and gorges. The fighting is all around us and we have no idea from which direction friend or foe may come.

—Unteroffizier Helmut Krotzer

- In this Mission, each Soviet Commander takes a Turn for every one German Turn.



Cards 1-13, 15



German Orders

There is a fuel depot nearby. Take control of it before the Soviets remove the petrol.

Commander's Forces

2 +2 +10

Elements of the 3rd SS Panzer Division

	58 59 60 61		47 48 49		50 51 52 53 54		85
4 × Tiger 1e 10-F03, 10-G02, 10-H02, H1-23	3 × StuG IIIg 10-I01, H1-18, H1-22	5 × Panther D 7-H05, 7-F04, 7-E04, 7-D03, 7-C02		3 × Stuka Air Support <small>This dive bomber provided close support to ground troops. Most devastating was its dive-bombing attack, which had great psychological effect.</small>			

W05 W05 Stuka - Ju 87g Air Support in each of Rounds 1, 2, and 4 (16.7).

Setup: Place your Units as shown.

Victory Points

- 1 Immediately: Per Soviet Unit destroyed.
- 3 Mission End: Per German Petrol Marker controlled.

Mission Instructions

W06 Artillery Weapon Card: The German player may plan OBA at the beginning of Round 1, to be fired at the beginning of Round 2, at any Hex within the LOS of any of German Unit.

Fuel Depot: The Control Markers on the Map represent Soviet Petrol Drums. Destroy a Petrol Marker by destroying the Truck transporting it, or move a Unit onto a Petrol Marker, flipping it to the German side for End Game VPs.

N Maps: 7, 10

Map Table

- Hill 1 H1-01▶10-M01 and H1-05▶10-I03
- Hill 3 H3-01▶10-N01 and H3-04▶7-F03
- Hill 4 H4-01▶10-F02 and H4-09▶7-K01
- Hill 5 H5-01▶7-L03 and H5-03▶7-L05
- Hill 6 H6-01▶10-G05 and H6-03▶10-E04
- Soviet Control Marker: 7-K09, 7-L08, 7-L09, 7-L10

General Situation

The 2nd SS Panzer Corps fights its way north to the Psel River to face the last defensive Soviet ring before Kursk. Elements of the 3rd SS PzGren Div 'Totenkopf' wheeled west towards Greznoye to encounter concentrated defense from the Soviet 31st Tank Corps. Desperate, the Soviets threw in all their area reserves, and soon the German Tigers and Panthers were fighting for their own survival. Larger formations broke ranks in order to rescue fellow tankers suddenly alone. The death dance had begun.

Soviet Orders

Stop the Germans from taking our fuel reserves. Load and move our Petrol north as fast as possible!

1st Commander's Forces

1 +1 +6

Elements of the 31st Tank Corps

	51 52 53 54		72 73 74		55 56		57 58
4 × Churchill MkIII 10-K06, 10-L07, 10-O06, 10-P08		3 × KV1s H3-02, H3-03, 10-P01		2 × SU-76m H1-11, 10-P03		2 × SU-122 10-N07, 10-P06	

Setup: Place your Units as shown.

2nd Commander's Forces

2 +1 +6

Elements of the 31st Tank Corps

	75 76 77 78 79		40 41		63 64 65 66 67 68 69 70 71		47
5 × T-70 7-K05, 7-L06, 7-K07, 7-I08, 7-I09		2 × ATG 45mm 7-K08, 7-K10		9 × T-34C 7-Q01, 7-L02, H4-08, H4-10, H4-11, H4-12, 10-C01, 10-C02, 10-D03		1 × GAZ Truck 7-J12 See Mission Instr.	
W04 Shturmovik Air Support on Round 3 OR 4.							

Setup: Place your Units as shown.

Victory Points

- 2 Immediately: Per German Unit destroyed.
- 1 Immediately: Per Petrol Marker transported off of the Map.

Mission Instructions

GAZ Truck The GAZ Truck may pick up, for 4APs, and transport one Petrol (Control) Marker at a time off any north edge Map Hex. When the loaded GAZ exits the Map, immediately place it on re-entry Hex 7-J12 for future use. When a GAZ is destroyed, any Petrol it is transporting is also destroyed. A new Truck can enter in the next Round.



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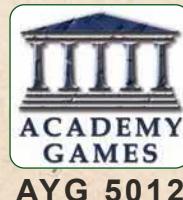
Design Credits

Game Design	Mission and Counter Art
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Box Cover Art	Mission Book Layout
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The following people helped in the development of the game. We appreciate the numerous ideas, hours of historical research, and stimulating discussions.

Ian Bohne, Andrea Cantatore, Dan Carey, Doug Click, Danick Cloutier, Duane Fields, Rich Gilson, Bruce Graumlich, Michel Guerin, Steve Michaels, Jeff Merlin, Hans Korting, Marcus Lind, Nicolas Morlino, Michael Olsen, Bob Piepho, Lutz Pietschker, Gustavo Motta, Kenneth Ramslien, Bart Randolph, Brian Rowe, Brian Sturk

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 Fremont, Ohio USA 419-307-6531
www.AcademyGames.com
 Version 49



'Kampf im Osten'
*Weit ist der Weg,
 reich und fruchtbar die Erde.
 Auf ihren Feldern
 hielt Ernte der Tod.*
 Unteroffizier Rolf Werner
 Im Felde, Russland Sept. 1941

'War in the East'
*Long is the Way
 rich and fruitful the Earth.
 On her Fields
 Death held its Harvest.*
 Sergeant Rolf Werner
 On Campaign, Russia, Sept. 1941